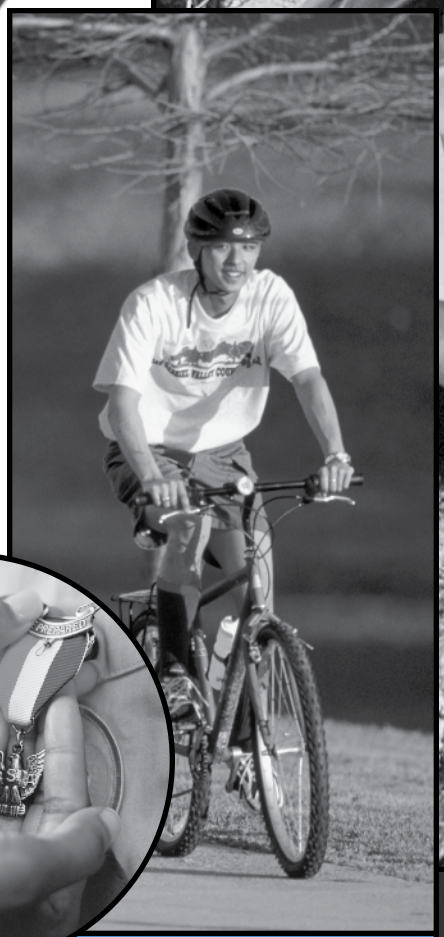
TROOP PROGRAM RESOURCES

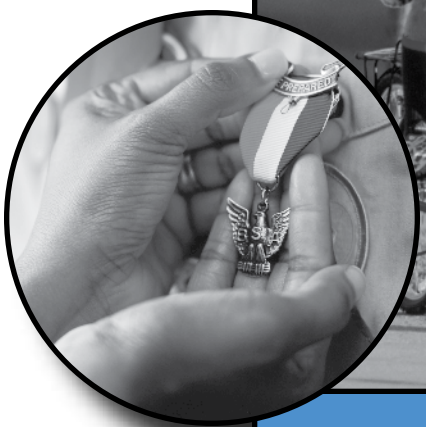
FOR

SCOUT TROOPS

AND

VARSITY TEAMS





BOY SCOUTS OF AMERICA®

TROOP PROGRAM RESOURCES

FOR SCOUT TROOPS AND VARSITY TEAMS

The Scoutmaster's Minute
Games
Ceremonies
Interfaith Worship Service
Glossary of Scouting Terms
Pearls of Wisdom—Quotes from Baden-Powell
Founders of the BSA
Forms
Clip Art

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THE SCOUTMASTER'S MINUTE

The Scoutmaster's Minute is brief in duration but one of the most important parts of a troop meeting. Occurring at the closing of the meeting, it is the thought that will go home with the boys. It is the time to teach one of the ideals of Scouting. The Scoutmaster's Minute is a special time when you have the attention of all the boys in the troop, and it is your opportunity to convey a special message of inspiration. Many of the Scoutmaster's Minutes listed below are *parables,* short stories about everyday people and occurrences that illustrate a moral attitude or religious principle.

Boys are "visual" thinkers; they relate well to stories that are accompanied by props. Using a postage stamp as a prop, you can suggest that a stamp sticks to its job to get a letter to its destination. The moral is that Scouts should be as determined as a postage stamp to stick to a task until it is completed.

On the following pages are some examples of Scoutmaster's Minutes for you to use in inspiring the Scouts entrusted in your care, but don't hesitate to begin a collection of your own inspirational messages to use in the future.

SCOUTMASTER'S MINUTES

THE SLIM MARGIN OF SUCCESS

The difference between winning and losing is sometimes very slight. There were eight finalists in the men's 100-meter dash at the 1976 Olympics. The Gold Medal winner beat the eighth man by less than half a second. There are five million people engaged in selling in America. Can you imagine what our gross national product would be if each of them had made just one more sale last year? In sports, business, politics, or Scouting, winning isn't everything, but it sure beats losing.

THIS WILL MAKE YOU FEEL BETTER

If you sometimes get discouraged, consider this fellow: He dropped out of grade school, ran a country store, went broke, spent 15 years paying off his bills, married, became unhappy in his marriage, ran for the House of Representatives and lost twice, ran for the Senate and lost twice, delivered a speech that left his audience indifferent but later became a classic, was attacked daily by the press and despised by half the country. Despite all this, imagine how many people all over the world have been inspired by this awkward, rumpled, brooding man who signed his name simply A. Lincoln.

ONE PERSON CAN MAKE A DIFFERENCE

In 1645, one vote gave Oliver Cromwell control of England.

In 1649, one vote caused Charles I of England to be executed.

In 1845, one vote brought Texas into the Union.

In 1868, one vote saved President Andrew Johnson from impeachment.

In 1876, one vote gave Rutherford B. Hayes the presidency of the United States.

In 1923, one vote gave Adolf Hitler the leadership of the Nazi Party.

And in 1776, one vote gave America the English language instead of German.

Each of us in our own way can make a difference.

FOOTPRINTS

One night a man had a dream. He dreamed he was walking along a beach with the Lord. Across the sky flashed scenes from his life. For each scene, he noticed two sets of footprints in the sand: one belonging to the Lord and one belonging to him.

When the last scene of his life flashed before him, he looked back at the footprints in the sand. He noticed that many times along the path of his life there was only one set of footprints. He also noticed that it happened at the very lowest and saddest times in his life.

This really bothered him, and he questioned the Lord about it. "Lord, you said that once I decided to follow you, you would walk with me all the way. But I have noticed that during the most troublesome times in my life, there was only one set of footprints. I don't understand why, when I needed you the most, you would leave me."

The Lord replied, "My son, my precious child, I love you and I would never leave you. During your times of trial and suffering, where you see only one set of footprints, it was then that I carried you."

DON'T BE AFRAID TO FAIL

You've failed many times, although you might not remember. You fell down the first time you tried to walk. You almost drowned the first time you tried to swim, didn't you? Did you hit the ball the first time you swung a bat? Heavy hitters, the ones who hit the most home runs, also strike out a lot. R. H. Macy failed seven times before his store in New York caught on. English novelist John Creasey received more than 700 rejection slips before he published over 600 books. Babe Ruth struck out 1,330 times, but he also hit 714 home runs.

Don't worry about failure. Worry about the chances you miss when you don't even try.

AIM SO HIGH YOU'LL NEVER BE BORED

The greatest waste of our natural resources is the number of people who never achieve their potential. Get out of that slow lane. Shift into the fast lane. If you think you can't, you won't. If you think you can, there's a good chance you will. Just making the effort will make you feel like a new person. Reputations are made by searching for things that can't be done and doing them. Aim low: boring. Aim high: soaring.

WATER WORLD

Challenge each of your patrols to huddle and try this exercise in problem solving.

Problem: You must measure exactly 1 gallon of water out of a 20-gallon barrel. You have only a 5-gallon bucket and a 3-gallon bucket. How can you measure exactly 1 gallon?

Solution: Fill the 3-gallon bucket and pour it into the 5-gallon bucket. Refill the 3-gallon bucket and pour it into the 5-gallon bucket until it is full. The remainder in the 3-gallon bucket will be exactly 1 gallon. A simple solution to a problem that appeared complex!

REACH HIGHER

Tape a large piece of paper on a wall at your eye level. Ask two or three Scouts to come up and make a mark on the paper with a marker as high as they can reach. Thank them for their effort and allow them to return to their seats. Tell the troop that we can all usually do better than our first effort. Remind them that you asked the Scouts to reach as high as they could.

Ask the same Scouts to come back up and see if they can do better than their first effort. (It never fails that they will always reach two to three inches higher on the second try.)

This is a good opportunity to emphasize doing one's very best, and to give every project one's "second effort" on the first try.

CAN'T TO CAN!

Every now and then we hear a Scout use the word *can't:* "I can't hike 15 miles" or "I can't tie that knot," etc. It's at that point I'll stop the meeting and ask the Scouts to give the Scout sign and repeat after me, "On my honor I will do my best!" Then I step up to our chalkboard, write out the word *can't* in big letters, and ask the boys if that word appears anywhere in the Scout Oath or Law. At that point, I erase the "t" and explain to the Scouts that their trail to the Eagle rank will be much easier if they start telling themselves they *can* do it instead of using that other word. Before I walk away from the chalkboard, I write a big "I" in front of the *can* and leave it there until the next meeting. The first thing they see the next time they walk in is the words "I can!"

A BICYCLE

Have you ever thought about how a bicycle works? Most of us just hop on and let it take us where we want to go without giving it a second thought. A closer look shows it takes a lot of different pieces doing their part and working together to make transportation happen.

When you push the pedal with your foot, a lot happens to make the wheels turn. The pedal turns a crank that turns a gear, which pulls a chain that turns another gear, which turns a hub, which pulls the spokes, which turns the wheel, which pulls the tire that pushes against the road to make the bike go.

When you want to stop, you pull a lever that pulls a cable against a housing, which causes another lever to move, which pushes a pad against the wheel. Changing gears involves levers, cables, housing, springs, and pulleys working together. If any one part fails to work when it is supposed to, the whole system fails to work. When one system fails, the bike can still be ridden, but not in top form.

You are the parts, just like on the bicycle. Our patrols are like the pedaling, braking, and gear-changing systems. The senior patrol leader is like the rider. He directs a pedal or a lever—your patrol leaders—to do their part and they in turn ask you to do yours. If you choose not to do your part, your patrol suffers and the troop doesn't work well. The troop is our vehicle to adventure, fellowship, and good times. And each of you is a very important part.

SYMBOLS

There are a lot of symbols that we recognize. Let's take some time to name or draw a few that we know: the Coca-Cola logo, a poison warning label, a stop or yield sign, the Kmart logo, the Scout badge, a heart symbol, cross, etc.

When you see these symbols, you know what they mean—what they stand for, what some of them instruct you to do.

You, too, are a symbol. You represent the Boy Scouts of America. People see you and know that you stand for something good. You stand for being trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent. Be a good symbol!

APTITUDE AND ATTITUDE

We are all different. We have different aptitudes and attitudes. *Aptitude* is a natural ability or talent, one's capacity to learn. *Attitude* is a mood or a state of mind shown by actions and words.

As Scouts we must respect each other's aptitudes. We must be patient, whether we are teaching or being taught. Our attitude toward what we are doing reflects what we are. If you have a good attitude, your aptitude will improve.

A GAME OF CARDS

Christopher Reeve was a movie actor who played the part of Superman. Everything was going right for him. He had a successful acting career and a nice family; he was seemingly all set for a wonderful life. Then he had a horse-riding accident that left him paralyzed from the shoulders down. All he could move was his neck a little bit—he couldn't even breathe on his own. It looked like everything had changed for Chris, and that the rest of his life would be very dismal.

It was true that nearly everything had changed for Chris. Two things that hadn't changed were his positive attitude and the people around him who really cared. Chris fought the desperate feeling of being paralyzed, the fear of his breathing machine shutting off and no one being there to help him, the fear of anything happening and not being able to do anything about it, not even yelling for help. He worked hard to get some "feeling" (if that is what it could be called) and learned to breathe somewhat on his own—he learned to talk by drawing in a mouthful of air and slowly letting it out past his voice box. This took hours and hours of painful, scary work, but with his positive attitude and other people helping, he improved his situation.

He said in an interview that life is like a game of cards. If you enjoy the game and you want a chance at winning, you will keep playing cards. Sometimes you get a good hand with a lot of face cards and sometimes not. You have to play with the cards you are dealt. There is always a chance that you will win. If the game is worth playing, you will keep playing. The game of life is worth playing. Do your best to fight off the fear of losing and encourage others to keep playing "the game."

LOYALTY

Don considered himself a musician. He played the tambourine in junior high school, but he wasn't very good. He also thought of himself as a singer, but he couldn't have carried a tune in a bucket.

Years passed, and when all of his school friends were going to college and pursuing careers, Don nurtured his dream of becoming a singer–songwriter by moving to Nashville, Tennessee.

Once there, Don made the most of his limited resources. He bought a used car and slept in it. He took a job working nights so he could visit record companies during the day. He learned to play the guitar. As years passed, he kept writing songs, practicing, and knocking on doors.

After many years, Don finally got a song on the radio and it made the country hit charts. More time passed and Kenny Rogers recorded one of his songs. "The Gambler" was the title song for one of the best-selling country-music albums of that time.

Since then, Don Schlitz has had 23 number one songs on the charts. As a result of his focused determination, the teenage dreamer had become a success. Don had done five things essential to success, without even knowing it. They are the following:

1. **Define your goals.** Set a goal and picture yourself accomplishing that goal.
2. **Seek out those who know more than you do.** Model your efforts on theirs, adjusting and improving as you go.
3. **Pursue your vision with determination.** Successful people don't quit. The biggest difference between those who are successful and those who aren't is usually not talent, but persistence.
4. **Make an emotional commitment.** You will sometimes want to quit after too many losses, but you have to pull yourself together with enthusiasm and commitment.
5. **Review and renew your goals.** As you reach your goals, set new ones. Go to the next level.

THANKSGIVING

At Thanksgiving we always think of everything we are thankful for—things like friends, family, freedom, churches, schools, plenty of food, activities we can do, places we have been. It's great that we can have things that we can be thankful for. Not everyone gets everything they want, but everyone should be thankful for what they have. Thankfulness is not having what you want, but wanting what you have.

Another part of Thanksgiving is the giving part. Not everyone can give money, but everyone can give time. You can give by doing a Good Turn every day. To do a Good Turn, you can't expect to be rewarded (or paid). Maybe you can help shovel a neighbor's sidewalk, offer to get groceries for an elderly person, or just do a favor for someone. It can be as simple as holding a door for

someone. Whatever kind of Good Turn you do, don't take more than a thank-you for doing it. Now is a good time for you to begin being a good Scout and follow the Scout slogan, "Do a Good Turn Daily."

TRICK OR TREAT

A young university student was walking along with one of his professors when they came across a pair of shoes that belonged to an old man working in a field nearby. Our young friend suggested hiding the old man's shoes, but the professor objected. "We must never amuse ourselves at the expense of others," he said. "Why not put a dollar in each shoe and see what he will do?"

Together they did this, then hid themselves behind a bush. Soon the old man returned for his shoes. He put one foot into a shoe, then quickly removed it to see what was causing the discomfort. Finding the dollar, he examined it closely, then looked about to see who might have put it in his shoe. There was no one around, so he started to put on his other shoe and, to his amazement, found a dollar in it, too. Overwhelmed, he looked up toward Heaven and thanked God aloud for meeting the need of his distressed family.

The student was deeply moved by what he had witnessed. "Now," said the professor, "is not the treat better than the trick?"

BRAVERY

Actor and martial arts expert Chuck Norris knows that *might* does not always mean *right.* He explains:

> Not long ago, after a day of filming my television series, I went alone to a small Texas cafe. As I sat in a corner booth, a large man towered over me and said with an edge to his voice that I was sitting in his booth. I didn't like his tone or his implicit threat, but I said nothing and moved to another booth. A few minutes later, though, the big fellow was headed back in my direction. Here he comes, I thought, a local tough out to make a name for himself by taking on Chuck Norris in a fight.
>
> When he arrived at my new booth, he looked directly at me. "You're Chuck Norris," he said. I nodded.
>
> "You could have whipped me good back there a few minutes ago," he said. "Why didn't you?"
>
> "What would it have proved?" I asked.
>
> He thought that over for a moment and then offered me his hand. "No hard feelings?" he said.
>
> "None," I said, and shook his hand. I had avoided a confrontation and made a friend. *I had won by losing.*

A SCOUT IS CLEAN

(You will need one clean, opaque cup filled with very dirty water and one opaque cup, dirty on the outside and filled with clean water. The soiling of the outside of the dirty cup and the murkiness of the water in the clean cup must be exaggerated.)

(Hold up both cups so that the Scouts can see the outsides clearly but not what is inside.) Which of these cups of water do you think I should drink from? You probably think that I should drink from the clean cup. But, you see, the cup that appears clean really contains very dirty water. (Walk around the room and show the dirty water to the Scouts.) It's the other cup, the one that looks dirty on the outside, that is really clean. (Show the clean water.)

It doesn't really matter if Scouts play hard and get dirty doing the many fun activities we do in our troop. We can always take a shower and get clean again. But, it is a little harder to keep our insides clean. When the Scout Law says "A Scout is clean," it is also referring to our inside selves. A Scout has clean language, clean manners, and clean thinking.

TRIM YOUR SAIL

One merit badge that I really enjoyed earning as a Scout was Small-Boat Sailing. And the thing that most impressed me was learning how to tack. In a sailboat, you can't get upwind by steering straight into the wind. You have to move into it at an angle, with the mainsail close-hauled, and the centerboard down. By putting together a series of tacks, which looks like a big zigzag pattern as you go through the water, you can actually get yourself upwind of your starting point.

Sailors have a saying for this: They'll tell you to "trim your sail so as to gain an advantage, even in an adverse wind." A good sailor knows how to take the very wind that is trying to blow him backward from his intended course, and use it instead to move his boat forward. His forward progress might not be fast with all those tacks, but it's steady.

There'll be times in your life—there'll be times in your Scouting career—when you'll encounter an "adverse wind." Everything seems to be moving against your intended course. Well, maybe you can't steer straight into the opposing "wind," but by trying a different "tack," you can find a way to move forward. That's one of the secrets of success in Small-Boat Sailing, and it works in real life, too.

HAPPINESS

Here's a quote attributed to Benjamin Franklin: "Happiness is produced not so much by great pieces of good fortune that seldom happen, as by little advantages that occur every day."

I know some adults who are wasting away their lives, and their money, waiting for the day when they'll "hit it big" in the state lottery. All they think they need is to win a million bucks, and then they'll be happy. The problem is, of course, that day is highly unlikely ever to happen for them.

Ben Franklin suggests a much surer thing: Grab onto those little advantages that come your way every day. Perhaps it's your patrol leader offering to teach you some knots you'll need for Second Class; on the surface it's not a big thing, but take advantage of the offer—it'll make you a little bit better Scout than you were before. By steadily improving your Scoutcraft skills, by working toward the next rank, one requirement at a time, you'll gradually work yourself into a position in which you're prepared to go for some of the *big* things in Scouting—like Philmont or a high-adventure trek.

AIM AT SOMETHING HIGH

"In the long run, men hit only what they aim at. Therefore, though they might fail immediately, they had better aim at something high."

That quote is from *Walden,* by Henry David Thoreau. Remember the troop shoot at the rifle range this past summer? You hit the target only if you aimed at it. Well, Thoreau realized that this is true in life, also. Whatever your goals are, you won't achieve them unless you aim for them. You might completely miss the mark on your first few shots, but as you practice and gain knowledge, and experience, and control, you'll become a better marksman, able to consistently hit your target.

And set a *high* goal for yourself. Those who have reached the rank of Eagle Scout in this troop will tell you that they decided early to aim for Scouting's highest rank, and then they kept that target in their sights until they hit it.

PERSISTENCE

I'd like to share a quote from Calvin Coolidge, who was our thirtieth president, serving from 1923 to 1929. He was known as a man of few words—one of his nicknames was "Silent Cal," but here's one thing he said that I really like:

"Nothing in the world can take the place of persistence. Talent will not; nothing is more common than unsuccessful men with talent. Genius will not; unrewarded genius is almost a proverb. Education will not; the world is full of educated derelicts.

"Persistence and determination are omnipotent. The slogan 'press on' has solved and always will solve the problems of the human race."

GIVING

In Israel, there are two major bodies of water. Both of these bodies of water are fed by the waters of the River Jordan. One is the Sea of Galilee, which is full of fish and is surrounded by lush vegetation and trees. It is a living body in every sense. The other is the Dead Sea. There is nothing green there, there are no fish, and the sea is stagnant and dead.

The difference is that the Sea of Galilee overflows. For every gallon of water that flows into the sea, a gallon is given up and is passed on downstream. It is constantly renewing itself. It gives as much as it takes.

The Dead Sea, on the other hand, because of its geography, only takes. It gives up nothing. The water there is never cleansed; it stagnates and dies. And everything depending on it dies also.

Some people say that there are two kinds of people in the world—those who constantly give of themselves (who help other people at all times), and those who only take.

Which kind are you?

BE PREPARED FOR WHAT?

Scouts, every one of you can tell me, without thinking, what the two words on the Second Class pin are. That's right, "Be prepared."

There is a story of a Scout in Oklahoma. His younger sister went too near a gas heater and instantly her clothes were in flames. The father and his 13-year-old Scout-trained son rushed up the stairs to try to help. Remembering his first-aid work, the Scout knew what to do and he did it immediately. He grabbed a small rug and rolled the screaming child in it. He had been prepared.

In a moment he had smothered the flames and prevented serious injury to the child.

"Thank God my son is a Scout," the boy's father told the Scoutmaster. "He knew what to do while I stood confused."

That's what it means to *be prepared.*

Once someone asked Baden-Powell, "Be prepared—for what?" "Why, for any old thing!" he replied.

WHY ARE YOU IN SCOUTING?

You know, there are more than a million Scouts in our country. I wonder how many of them will stay in Scouting and climb to the top, don't you?

Tell me, why are you in Scouting? (Pause for answers.) So many boys enter Scouting for just one reason—to have fun. If you think that's the only reason you're in Scouting, believe me, there are other good reasons, too.

Sure Scouting is fun. But a lot of other things are fun, too. If you're just looking for fun, you can play all kinds of indoor and outdoor games, go to the movies, watch television—or a thousand other things.

Scouting must be more than just fun for you. It must be a way of life, a law and an oath to which you are loyal. Unless you try to *live* Scouting, you'll find that other kinds of fun are easier and you'll quit. The loyal Scout is dedicated to the Scout Oath and the 12 points of the Scout Law. He has a deeper reason for sticking than just having fun. He sees the importance of learning the Scout skills, of developing himself so that he can *be prepared* to face anything that comes. He wants to grow to be a real man. That's why he's loyal. That's why he sticks.

I hope you won't ever quit until you're up before a court of honor some day to get your Eagle Scout badge. That will be one of the biggest days of your whole life—and mine, too.

A GOOD TURN

Why does Scouting encourage a boy to do Good Turns? Here is what Lord Baden-Powell, Scouting's founder, had to say about it:

"The Scouting practices tend in a practical way to educate the boy out of the groove of selfishness. Once he becomes charitable, he is well on the way to overcome or to eradicate the danger of this habit."

The promise that a Scout makes on joining has as its first point, "To do my duty to God." Note that it does not say, "To be loyal to God," since that would merely be a state of mind. It clearly says to *do* something, which is the positive, active attitude.

Baden-Powell went on to say, "The main method of the Boy Scouts movement is to give some form of positive training rather than merely to inculcate negative precepts, since the boy is always ready to do rather than to digest. Therefore, we put into his activities the practice of Good Turns in his daily life as a foundation of future goodwill and helpfulness to others. The religious basis underlying this is common to all denominations, and we, therefore, interface with the form of none.

"Thus we teach him that to do his duty to God means, not merely to lean on his kindness, but to do his will by practicing love toward one's neighbor."

THE NEW SCOUT

There was a boy named Jim who moved into town just after his 11th birthday. For a long time he had dreamed about becoming a Scout. Jim was a bit timid, perhaps too much so. He didn't push himself into things but usually waited for an invitation.

Well, one night Jim came down to visit our troop meeting. He looked in through the window and saw us playing and heard our voices. But he couldn't quite force himself to come down those steps. Now don't smile too broadly. It wasn't so very long ago that you might have been in Jim's place. Maybe you were inclined to be timid, too.

Jim waited around awhile and went home, without getting his nerve up to the coming-in point. He was pretty miserable about his failure, but he came back a week later.

He waited outside the door again. He just couldn't force himself to come in uninvited. Finally he saw a Scout coming down the street, heading for the meeting. That Scout was you. Now, that's all of the story I'm going to tell you tonight. What happened? Did you brush by him or did you invite him to come in?

HOT COCOA

At a jamboree trading post a Scout had spread out his collection of trinkets, including some fine beadwork, neckerchief slides, and badges. At a snack bar nearby, a lady picked up her cup of hot cocoa, but instantly found it too hot to handle. She juggled it for several seconds, and then lost control. The cocoa drenched the Scout's prize collection of beautiful souvenirs.

But there was no burst of angry protest—not even a rueful glance at the thoroughly ruined display. Instead, this real Scout was instantly on his feet inquiring anxiously of the startled and dismayed lady, "Did you burn yourself, ma'am?"

See what we mean when we speak of Scout spirit helping us to think of other people before we think of ourselves?

THE HIGH COST OF GETTING EVEN

One night years ago, I was traveling through Yellowstone Park. I sat with some other people on a stand of bleachers facing a dense growth of pine and spruce. Eventually a grizzly bear, the terror of the forest, strode out into the glare of the lights and began devouring the garbage that had been dumped there from the kitchen of one of the park's hotels. Now, a grizzly bear can whip any other animal in the Western world, with the possible exceptions of the buffalo and the Kodiak bear; yet I noticed that night that there was

one animal, and only one, that the grizzly permitted to come out of the forest and eat with him under the glare of the lights—a skunk. The grizzly knew that he could kill the skunk with one swipe of his mighty paw. Why didn't he do it? Because he had found from experience that it didn't pay.

I have also found that to be true. I have encountered both four- and two-legged skunks during my life and found from sad experience that it doesn't pay to stir up either variety.

When we hate our enemies, we are giving them power over us—power over our sleep, our appetite, our blood pressure, our health, and our happiness. Our enemies would dance with joy if they knew how they were worrying us, exasperating us, or simply getting even with us. Our hate is not hurting them at all. But our hate is turning our own days and nights into an agonizing turmoil.

Try to cultivate a mental attitude that will bring you peace and happiness.

THE TWO KNAPSACKS

We are told that life is like a hike from the cradle to the grave. For some, it is a long trip of many moons; for others, it is a short excursion that ends unexpectedly. But all are equipped with two knapsacks—one to be carried on the back and the other on the chest.

The average hiker along the trail of life puts the faults of others in the sack on his chest so that he can always see them. His own faults he puts in the bag on his back so that he can't see them without some effort. And so, he hikes through life constantly seeing the errors of others, but overlooking his own mistakes. Guys, this pack arrangement is bad, because nobody has a successful hike through life finding fault with the other guy. The person who can see his own faults, then strive to correct them is the one who enjoys the trip and enters the happy hunting ground with thanksgiving.

So place your bag of faults upon your chest and put the bag of other people's faults and mistakes behind you, and have happy hiking.

WHICH PATH?

It was a cold spring morning. A light snow had fallen during the night. You know, the kind that just covers the grass. I was visiting my grandmother and grandfather on their farm.

It was still very early when Pap Pap and I started across a field to check a fence. Being the curious type, I first had to run down to the creek to see if it had frozen during the night. Then, as I started back across the field, I noticed a spot where a deer had bedded down for the night, and I just had to check that out, too. When I'd satisfied my curiosity, I headed back toward Pap Pap. I could see that he hadn't reached the fence yet, so I still had time to look for more arrowheads to add to my collection before sprinting to the fence just before Pap Pap got there.

Pap Pap stood there for a few minutes, then told me to look back across the field at our two paths, which were very visible in the new snow. There was his, straight as an arrow from the barn to the fence. My path was scattered here and there—going first to the stream, then to where the deer had bedded down, then all across the field looking for those arrowheads. He asked me, "Which path was the correct one?" When I said, "I don't know," he replied, "Both are. Mine is surely faster and easier, but I didn't get to see the things that you saw. Remember, you always have a goal, just as we did in getting to the fence today, but sometimes, if you can, take the time to explore the wonders of life."

THE GOOSE STORY

Next fall, when you see geese heading south for the winter, flying along in a V formation, you might consider that science has discovered why they fly that way:

As each bird flaps its wings, it creates an uplift for the bird immediately following. By flying in V formation, the whole flock creates at least 71 percent greater flying range than if each bird flew on its own.

People who share a common direction and sense of community can get where they are going faster and easier because they are traveling on the trust of one another.

When a goose falls out of formation it suddenly feels the drag and resistance of trying to go it alone and quickly gets back into formation to take advantage of the lifting power from the bird in front. If we had as much sense as a goose we would stay in formation with those who are headed in the same direction that we are.

When the head goose gets tired, it rotates back and another goose flies point. It is sensible to take turns doing demanding jobs whether it's with people or with geese flying south.

Geese honk from behind to encourage those up front to keep up their speed. What do we say when we honk from behind?

Finally, and this is important, when a goose gets sick, or is wounded by gunshots, and falls out of formation, two other geese fall out with that goose and follow it down to lend help and protection. They stay with the fallen goose until it is able to fly or it dies; and only then do they launch out on their own, or with another formation to catch up with their group.

If we had the sense of a goose, we would stand by each other like that.

MATCHES

(You will need a small bundle of wooden matches and a rubber band. Gather up the matches and neatly bundle them together so that they will stand when you set them down.)

Our troop is much like these matches. (Stand the matches on end for everyone to see.) You might have noticed that we all stick together. It is the trust, friendship, and knowledge of everyone here that makes us feel this way. We know that when the going gets tough, like on our last campout, if we stick together we will come out on top. On our campout, everyone did their job. The tents were set up, the cooks prepared a fine meal, and the wood crew brought in enough firewood to last a week. We stuck together.

But what happens if we don't stick together? (Pick up the bundle of matches and take the rubber band off. Then set the bundle back on the floor. Let the matches fall and scatter.) If we don't stick together, we will all fall apart just as these matches did. When this happens we cannot accomplish as much as we can as a team. Thanks for sticking together.

THE CARNIVAL

I must have been only 5 or 6 when my grandfather took me to see the carnival that had come to town. It was really great. First we went to see the parade. It came right down the middle of Main Street. Then we went into the big top tent to see the acrobats and the lions. Afterward, as we were leaving, I saw where the elephants were tied and I just had to go over and see them.

I was very surprised when I noticed that the smallest elephant, just a baby really, was tied up with a very heavy chain, but its mother was tied with what seemed to be only a piece of old clothesline. I asked my grandfather why the elephants were tied so differently. He replied, "The older elephant has learned that she can't break free and run away. Her baby hasn't learned that yet, so the people in the circus have to chain her to one place. Learn from this. The older elephant could easily break free from that old rope and run away, but she has long since stopped trying. Don't *you* ever be like that and stop trying."

THE GOLDEN WINDOWS

It was getting toward the end of summer and I was about to enter the second grade. Each morning all summer long I had noticed a particular house up on a hill about a mile away. This house, I thought, must be spectacular because every morning when I got up, it looked like it had golden windows.

On this particular morning, I decided to go see the house with golden windows. I packed a lunch and started out on my big journey. Not long after I started, I came to a fence and couldn't resist the temptation to see how far I could walk along the top rail. Then, I continued on my way until I came to a stream, where I stopped for a long while to catch crayfish and minnows. By that time I was hungry and I ate my lunch. Starting up the hill to the house with the golden windows, I happened to see a porcupine. We stared at each other for what seemed to be an eternity. Finally, I gave up and returned to my quest.

When I did reach the house with the golden windows, I was very disappointed. There was the house, but instead of being majestic, it was a deserted, rundown shambles. The railings were falling off the porch, the screen door was off its hinges, the yard needed mowing, and the flower garden was overgrown with weeds. I was crushed. Sadly, I sat down on the front steps and just happened to gaze back toward my own home. There, in the late afternoon sun, was *my* house with golden windows!

Often in life we think that someone else has it far better than we do, or maybe that we should have a position much better than the one we have. But, we really should stop and think about all that we have and be thankful.

THE SCOUT SALUTE AND HANDSHAKE

Our Scout salute and handshake are ancient signs of bravery and respect. Back in the days when George Washington was general of the Continental Army, men carried weapons for their protection. When they met one another there was an uneasy moment as each watched the other's right hand. If it went toward his sword or gun, there was a battle, but if it went to his hat it was a salute of friendship or respect.

The left-handed shake comes to us from the Ashanti warriors whom Baden-Powell knew over a hundred years ago in South Africa. He saluted them with his right hand, but the Ashanti chieftains offered their left hands and said: "In our land only the bravest of the brave shake hands with the left hand, because to do so we must drop our shields and protection."

The Ashanti knew of General Baden-Powell's bravery, for they had fought both against him and with him, and they were proud to offer him the left-handed shake of bravery.

During February, we will honor the birthday of two brave men: General Washington, founder of our nation, and General Baden-Powell, founder of our Scouting movement. As you use the Scout salute and handshake, remember these two great men.

EVERYBODY'S CANOE

A young Indian brave was busy at work carving a canoe out of a log. As he worked, members of his tribe passed by. They all had a piece of advice to offer the young man.

"I think you are making your canoe too wide," one of them said. The young brave, wishing to show respect for the advice of an elder, narrowed the canoe.

A little later, another warrior stopped and said, "I'm afraid that you are cutting your stern too full," he said. Again the young brave listened to the advice of the elder and cut down the stern.

Very soon, yet another member of the tribe stopped, watched for a while, then commented, "The bow is too sheer." The young brave accepted this advice as well and changed the line of the bow.

Finally, the canoe was complete and the young brave launched it. As soon as it hit the water, it capsized. Laboriously he hauled it back onto the beach. Then he found another log and began his work anew.

Very soon, a member of his tribe stopped by to offer some advice, but this time the young brave was ready.

"See that canoe over there?" he asked, pointing to the useless craft on the beach. "That is everybody's canoe." Then he nodded at his work in progress. "This one," he said, "is my canoe."

LOOK AT THE TURTLE

What can we learn from the turtle? First we see his shell, his armor, his means of defense. We are like the turtle in that we have many ways to protect ourselves—our instinct to draw away from danger, to shelter ourselves from it, for example.

Secondly, we see the turtle's persistence. He's slow, he's plodding, but he always gets where he's going. His persistence is memorialized in the age-old story of the tortoise and the hare. The persistent tortoise outlasted the showy, flashy, and very fast hare. We can learn from the turtle that our greatest accomplishments do not come from skill alone, but require our persistence in striving for the goal, such as in our journey to the rank of Eagle.

Finally, we see that the turtle can go nowhere unless he first sticks out his neck. Again we are like the turtle in that we accomplish nothing until we dare to stick out our necks once in a while.

A SCOUT IS CONSIDERATE

A person is considerate if he is concerned about the feelings of other people. With this basic idea in mind, what characteristics would make you considerate?

Being respectful and polite.

Being helpful and courteous.

Respecting the privacy of others.

Respecting other people's property.

Respecting the right of others to have different beliefs and ideas.

Have you heard the story about an old man who went to the Olympic Games in ancient Greece? He arrived late and not a single seat was left. A Spartan youth noticed the old man's problem and gave him his seat. A group of Athenian boys saw this act of courtesy and began to applaud. The old man turned to them saying, "Yes, you Athenians know what is right to do—but it takes a Spartan to do it."

Knowing what you should do to be courteous is not enough; you must put it into practice every day.

The courtesy you practice as a boy will make you a better man.

OUR FLAG

Our flag stands for freedom and equality. It is the banner of a people who are still willing to lay down their lives in defense of right, justice, and freedom. It is the emblem by which we proclaim to the world that this is "the home of the brave and the land of the free."

Our flag is an emblem of true patriotism—the patriotism of deeds; the patriotism of courage, of loyalty, of devotion to freedom, justice, and humanity; the patriotism of men who have lived and died, not for themselves but for their country.

When we look at our flag—its stars and stripes, its vivid red, white, and blue—and read its story and hear its message, when we contemplate what our flag means and what it stands for, and when we consider the sacrifices made and the lives given so that our flag could still be flying over us today, we are quietly reminded to cherish, to protect, and to defend it.

THE STATION

Tucked away in our subconscious is an idyllic vision. We see ourselves on a long trip spanning the continent. We are traveling by train. Through the windows we drink in the passing scene of cars on nearby highways; city skylines and village halls; children waving at a crossing; cattle grazing on a distant hillside; smoke pouring out of a power plant; row upon row of corn and wheat; expanses of flatland giving way to rolling hillsides, mountains, and valleys.

But uppermost in our minds is the final destination. On a certain day at a certain hour we will pull into "the station." Bands will be playing and flags will be waving. Once we get there many wonderful things will come true and the pieces of our lives will fit together like a completed jigsaw puzzle. How restlessly we pace the aisles, cursing the minutes for loitering—waiting, waiting, waiting for the station.

"When we reach the station, that will be it!" we cry. "When I'm 18!" "When I can buy a new Mercedes!" "When I've put my last kid through college!" "When I've paid off the mortgage!" "When I reach the age of retirement, I shall live happily ever after!"

Sooner or later we must realize there is no station, no specific place to arrive at once and for all. The true joy of life is the trip. The station is only a dream. It constantly outdistances us.

"Relish the moment!" is a good motto, especially when coupled with Psalm 118:24: "This is the day which the Lord hath made; we will rejoice and be glad in it." It isn't the burdens of today that drive men mad. It is the regrets over yesterday and the fear of tomorrow. Regret and fear are twin thieves who rob us of today.

So, stop pacing the aisles and counting the miles. Instead, climb the mountains, eat more ice cream, go barefoot more often, swim more rivers, watch more sunsets, laugh more, cry less. Life must be lived as long as we go along. The station comes soon enough.

BEING CLEAN

(Have three handkerchiefs—one crumpled and soiled, one clean but not ironed, and one clean and ironed.)

Being clean and unspoiled seems like a simple thing, doesn't it? But it's really one of the toughest assignments in our Scout Law.

Think of what a soiled handkerchief goes through in order to be clean. (Hold up the soiled handkerchief.) It gets scalded in hot water. It gets soaked in harsh soap suds and strong bleach. It gets scrubbed or tumbled around roughly in a washing machine. Then it gets thrown around in a hot clothes dryer until it's dry. And then, the worst torture of all, it gets flattened out under a heavy, hot iron. But then when all that's done, the handkerchief looks like this, clean and unspotted. (Hold up the clean, ironed handkerchief.)

We must be willing to go through something like that if we are to be clean and unspotted. Turning your back on everything dirty is not as simple as it sounds. It often means making yourself unpopular with some people. Not going along with the crowd can be mighty rough. Or, if you have done wrong, it's extremely painful to admit what you've done and try to make it right again, to ask forgiveness. But these are the trials that purify. You see, the tough treatment in the laundry of life can help you to be clean—if you can take it.

How about it? Will you settle for being unsoiled, like this? (Hold up the clean, but unironed, handkerchief.) Or would you like being clean, orderly, and unspotted, like this? (Hold up the clean, ironed handkerchief again.) A Scout is clean.

A QUIET HERO

Barry Bonds probably hit another home run last night. Now, I know I'm going to ruffle a few feathers when I say this, but, Big deal! Another run. Yawn, hooray, ho-hum. It will be in the papers and discussed on sports talk shows, I'm sure. The guy is a real hero, right?

A couple of years ago at summer camp, I met another hero. He was a very small 13-year-old. And he was a very homesick Scout.

"Big deal," I hear someone out there echoing my comment, "a little wimp who can't stand to leave his mommy."

That's a pretty insensitive thing to say to a kid whose feelings are tearing him up to the point of crying in front of his friends—a kid who probably hates himself for being weak and feeling homesick. To make things worse we were at the base camp for our annual canoe trip on the rain-swollen Kippewa River in Canada and more than one boy (and leader) was having second thoughts. The homesick Scout came to me as we were loading the canoes.

"Mr. Sterrett, I don't think I want to go. I think I want to go home," he said. When he had made similar comments the night before, the other Scouts and leaders had joked and tried to distract him. But there comes a time when a boy has to either go forward or back.

We walked away from the others and I put my hand on his shoulder. "In five minutes, we'll be leaving," I said, "You can be in the canoe with us or you can be in the truck going back." And then, oh, how hard it was to do—I walked away and left him to his thoughts.

He came with us on the trip. A couple of his buddies gave him a friendly punch on his shoulder, but nobody cheered. His accomplishment wasn't printed in the papers or discussed on talk shows. Now, Bonds—he's okay. But to me, that Scout is a special kind of hero. The quiet kind.

PHILMONT

I remember my first Boy Scout meeting. One of the older Scouts gave us a slide presentation on his recent trip to Philmont. I went home so excited. I really wanted to go there. So I told Mom and Dad that when I was 14 I was going to Philmont Scout Ranch in New

Mexico. Dad asked how much it would cost. I told him only $150, plus maybe another $50 for expenses on the trip. (Things were a lot cheaper back when I was a kid.) Dad asked who was going to pay for the trip. I told him that I thought he would. Well, Dad set me straight right then. He reminded me that I had an allowance and I could save to go to Philmont.

I went up to my room and started figuring out how long it would take to save that much. Every week, Dad gave me 10¢ for each grade level I'd reached in school. In sixth grade I got 60¢ a week. In seventh grade I would get 70¢, and so on. That night I figured out that if I tithed my 10 percent to the church and spent nothing else I could afford to go to Philmont after my senior year in high school. I was crushed. I didn't think that I could go five years without spending anything. What was I going to do?

The next day Dad took me aside and suggested that I open a bank savings account and keep my money there so I wouldn't spend it. He added that Aunt Rae had heard about Philmont and she thought it would be a good idea if I started saving my money for a chance to go there. Well, Dad and I went to the bank and opened a savings account with the $25 Aunt Rae had given me and the $1.10 I had already saved. I got a job delivering newspapers and saved half of everything I earned. Then I found something out that I didn't know. The bank *paid* me to keep my money there. They called it *interest,* but to me, it was free money! That encouraged me to save even more.

Our neighbor, Mrs. Finney, asked if I could cut her grass during the summer, and I said, Sure! I put *all* of *that* money in the account.

It wasn't easy. I still remember having to deliver those newspapers in the pouring rain and the freezing snow. And then, cutting Mrs. Finney's grass when I wanted to be playing baseball. But by the time I turned 14 and was a First Class Scout I had enough money for my trip to Philmont. *I* had earned the money—no one else. I could pay my own way. That trip was all mine and it felt good going there. To this day, I'm still saving for things I want. Going to Philmont taught me how and it turned out to be a lifelong lesson.

THE TWINS

One day a set of twins decided to move to a new town because they felt like they'd seen everything there was to see in their hometown. They started out together, but somehow along the way one twin had gotten ahead of the other one.

This first twin came to an old man sitting by the road just outside a nearby town. The twin stopped and asked the old man what the people were like in this town. The old man replied by asking the same question of him, "What were the people like in the town you came from?" The first twin said they were very unkind and harsh, not very friendly at all. The old man said, "I think you'll find that the people who live here are very much the same."

Not long after the first twin left, the second twin came across the same old man sitting by the same road. This twin stopped and asked the same question of the old man. The old man again replied by asking what the people were like in the town the twin had come from. The second twin said the people were all great. "I had a lot of friends and the people always tried to help others." The old man replied, "I think you'll find that the people who live here are very much the same."

The point here isn't about the people who lived in those towns, it is about how a person treats the people around him. If you treat others with kindness and understanding, they will treat you the same way.

OUR SPIRITUAL COMPASS

For Scouts on a hike or a canoe trip, a compass is an important tool. Because it gives you a stable reference point (magnetic north), you can set a course and follow it. As long as your compass is accurate and you don't damage it, it will serve you faithfully—if you trust it.

Our faith or spirituality is something like that. We have a point of reference that does not change: God. And we have a compass, so to speak, in our relationship with God. It's something we have learned and continue to learn about, just as we learn to use a compass properly.

We use our spirituality and faith to get us through this grand journey we call life. If we are prepared to trust the things we have learned about God, our spirituality can guide us through the joys and the temptations of life. We can use it to show us what service we can give and what potential dangers to stay away from. We can use it to guide us in our friendships, in our work, in what we say *to* people and *about* people, and in how we treat our natural world.

ATTITUDE

Words could never adequately convey how great the impact our *attitude* can have on our lives.

The longer I live the more convinced I become that life is 10 percent what happens to us and 90 percent how we respond to it.

I believe the single most significant decision I can make on a day-to-day basis is my choice of attitude. It is more important than my past, my education, my

bankroll, my successes or failures, fame or pain, what other people think of me or say about me, my circumstances, or my position.

Attitude keeps me going or cripples my progress. It alone fuels my fire or assaults my hope.

When my attitude is right, there's no barrier too wide, no valley too deep, no dream too extreme, no challenge too great for me.

WE MAKE A DIFFERENCE

It was just about midweek during our annual canoe trip. Just as dinner was being served, an argument erupted between two of the older Scouts. After separating them and counseling with each of them, I went down to the lake for a little solitude. Somehow the group just wasn't coming together. I sat on a log with my feet propped up on two rocks resting in the water, trying to think of what I could do to make a difference.

Just about when I'd decided that the trouble was all due to some failing on my part, I looked up and noticed some huge thunderheads that had formed. How beautiful they were. Then something caught my eye across the lake. It looked as if diamonds were dancing toward me on the water! Closer and closer they came until they finally reached me. Hail! The hail started coming down harder and harder until I had to put my head down.

Still, the hail came down even harder. I pulled my jacket up over my head, but the hail was unrelenting in its force. There I was with my head between my legs, my eyes squeezed shut against the pain of the pounding hailstones, my nose only inches from the surface of the water, thinking, "Why me, God? Why me?" And the hail came down even harder. Finally, I opened my eyes and looked down below the surface of the lake. There, under the protection of my jacket, the underwater life continued as normal, while beyond the influence of my coat the lake churned with the fury of the hailstorm. It was only then that I realized what God was trying to tell me—I *did* make a difference.

We all make a difference to a Scout in life's storms. Just by being who we are, someone to come to with a problem, someone who can understand the differences of opinions, someone who stands for right and provides a good example. Just remember, we *do* make a difference.

WHOSE JOB IS IT?

This is a story about four people named Everybody, Somebody, Anybody, and Nobody. There was an important job to be done and Everybody was asked to do it. Everybody was sure that Somebody would do it. Anybody could have done it. But Nobody did it. Somebody got angry about that, because it was Everybody's job. Everybody thought Anybody could do it but Nobody realized that Everybody wouldn't do it. It ended up that Everybody blamed Somebody when Nobody did what Anybody could have done.

SET OF THE SAIL

It's likely that several of you guys have done some sailing and found it to be a lot of fun. The amazing thing about sailing is that two sailboats in the same breeze can be going in different directions! I'm sure you've noticed that.

The same thing can be true of Scouts. Let me read you a very short play to show what I mean.

Act 1: Curtain! Two boys enter to join a Scout troop. The curtain closes. Time passes.

Act 2: The curtain opens again to show the same troop two or three years later. Where are those guys who joined in Act 1? Wait, there's one! Hey, he's an Eagle Scout now. And there's the other one! But look, he's wearing only a Second Class badge. Why?

Both had the same chances. One Scout sailed ahead, one limped along. Why? Must be the set of their sails!

As Ella Wheeler Wilcox said:

One ship drives east and another drives west
With the selfsame winds that blow.
'Tis the set of the sails and not the gales
Which tells us the way to go.

I WISH I WAS LIKE THAT BROTHER

Upon graduation from college a few years back, a young man received a gift from his older brother. It was a shiny brand-new car, the car of his dreams! One morning as he approached the car, he saw a boy of about 12 peering through the windows into the car. The young man recognized him as the boy his parents paid to mow their lawn and shovel their sidewalk. Obviously enthralled with the car, the boy hadn't heard the young man approaching. "Is this your car?" the boy asked when he finally noticed the man.

"Yes, it is," the man responded proudly.

"Wow! This is a nice car!" remarked the boy. "How much did it cost?"

"I don't know," the man answered.

"It's your car, but you don't know how much it cost?"

"No," admitted the man. "You see, my brother bought it for me."

"I wish . . . I wish . . . I wish. . . ," stuttered the boy. The man thought, *He's going to say, I wish I had a car like this.* "I wish I was like that brother!" finished the boy.

Amazed at the boy's response, the young man offered to drive him around the block. The boy hopped in the car and soon asked if the man would drive him home. Thinking that the boy wanted to show off to his friends that he was riding in a new car, and since the boy and his own parents were such good friends, the man agreed. They drove more than a few blocks to where the boy lived and as he turned onto the street the man noticed that it wasn't the best-kept neighborhood. The houses were dirty and run down. He pulled up in front of the boy's house. "Please wait!" the boy yelled as he ran into the house.

Oh, he's probably going to get his family so he can show off the new car, the man thought.

The front door opened and out came the boy. In his arms he carried a smaller boy, his younger brother who had been crippled since birth. The older boy brought his brother out to the car, and exclaimed as he hugged him tightly, "See, just like I told you! It's a brand-new car! And someday, I'm going to buy you one just like it!"

How unselfish this boy was, to be the kind of brother who looked after the other one first.

What kind of Scout are you? Are you like the older brother?

TWO MONKS

Two monks on a pilgrimage came to the ford of a river. There they saw a girl dressed in all her finery, obviously not knowing what to do since the river was high and she did not want to spoil her clothes. Without a thought, one of the monks took her upon his back, carried her across the river, and put her down on dry ground on the other side.

Then the monks continued on their way. But after about an hour, the other monk started complaining, "Surely it wasn't right for you to touch that woman. It is against the commandments to have close contact with women. How could you go against the rules of monks?"

The monk who had carried the girl walked along silently, but finally he replied, "I set her down by the river an hour ago. Why are you still carrying her?"

AM I MY BROTHER'S KEEPER?

Everyone, close your eyes for a minute and clear your minds. I am going to give you a question to ask yourselves, but I do not want you to answer it yet: "Am I my brother's keeper?"

Scouting is, of course, a time in your lives to have fun. But it has a very serious side as well. It is a time when you will learn many things to help you grow physically as well as mentally. It is hoped that you will learn to be responsible young men to your families, to other people, and to your fellow Scouts.

Caring about and helping others are a large part of being responsible, which forms the basis of all aspects of Scouting. For instance, you might know a skill and perform it very well while another Scout might be having a problem with it. Don't mock or belittle him. Take the time to show him the correct way to perform the skill. You might be wondering how that will help. Well, it will help in so many ways.

Naturally, it will benefit the boy you have stopped to help by building his confidence and enabling him to teach others. But, also, can't you see that you will be receiving the most benefit? You will have grown by showing others that you care. You will be looked up to as a leader. You will no longer be regarded as the student; you will now take your place as a role model and teacher, someone who is respected and admired.

So the next time I ask you to ask yourselves, "Am I my brother's keeper?" you can look at me and proudly say, "Yes, I am!" Just remember that the answer to this question is not just a commitment, it is a way of life.

GIVE IT YOUR ALL!

(You will need one baking potato and two plastic drinking straws.)

(Hold up the potato.) Scouts, think of this potato as your obstacle to a desired goal, whether it's your advancement to Eagle Scout or earning money for that new mountain bike you want.

(Hold up the first plastic straw in your other hand.) Now think of this straw as your desire to reach your goal on the other side of the obstacle—in this case, the potato. (Push the straw against the potato. The straw will bend over.) Notice that if you go at your obstacle halfheartedly, your will to reach your goal is easily bent. You are easily kept from your goal.

(Now take the second straw and hold it in your fist, placing your thumb over the open end of the straw.) But, if you are willing to give it your all, you can easily reach your goal on the other side! (Thrust the straw at the potato, keeping your thumb over the open end of the straw. The trapped air in the straw makes it rigid and the straw is easily thrust cleanly into the potato. Hold up the potato and straw to show the Scouts that indeed you have reached your goal.) This demonstration was meant to show you the value of not giving up, even if an obstacle seems too great to surpass!

TURK'S HEAD

(Make a large Turk's head knot about 4 to 6 inches around. Before your Minute begins, pass the Turk's head around for all of the boys to see.)

Who knows what this is? See how the strands of rope go in and around each other, and seem to never end? Working as a patrol, you boys are like the strands of this Turk's head knot, in that you must learn to work in and around other people to reach a common goal.

(Next, pull two opposite strands apart so that the shape of the Turk's head is distorted.) This is what happens when the patrol members do not work together: The patrol becomes *all bent out of shape.* (Begin rolling the knot around your fingers or hands; this should put the shape back into the Turk's head.) This external "working" could be the senior patrol leader or his assistant or even the Scoutmaster working with the patrol to set the example on working together.

LOSING YOUR TEMPER

(Hold up a hand ax for all to see.)

Scouts, I have in my hand a tool that helped the pioneers blaze a trail across our country. Many lives depended upon this instrument to protect, shelter, and feed them. The care and handling of the ax, of course, was given only to a very responsible individual, one who was certain to keep it sharp and clean, one who would know that placing the ax too close to a fire would heat up the metal and cause it to lose its temper, thus rendering it useless.

Just as the group of pioneers depended upon the ax, so do the people in your life depend upon you as a Scout. When you joined Scouting, it was you who promised to be an individual sharp of mind and clean of body, someone who could be entrusted with many responsibilities, including fire.

During your time in Scouting, you will undoubtedly be involved in an argument or some fiery discussion while on a campout. When things get out of hand, always try to remain calm and in control of yourself. If you become overheated in those situations and lose your temper, you'll find yourself rendered as useless as that ax.

TWELFTH-POINT MINUTE

Many of you are members of a large, organized religion. You might be Catholic, Presbyterian, Baptist, Jewish, or any one of a number of others. As you know, part of being a Boy Scout is having a belief in God. Every time you repeat the Scout Oath or Law, you reconfirm that you will do your duty to God, and that you are reverent.

Keep in mind that some members of your patrol and troop might not belong to a regular church group. That doesn't mean they don't believe in a higher power. Native Americans believe that the Great Spirit is the life force that flows through all living things and controls the wind, fire, and the Earth. You might think of the Great Spirit as Mother Nature. Nature has created a world for its creatures that allows them to live and prosper, from the lowest insects to the mighty eagle. To me, that sounds like a higher power at work.

It doesn't matter to me how you believe in God—whether you attend church every week or simply respect the power of nature as the Native Americans do. But I can't imagine how this world could have come to exist without God, and I don't want to think about where it will go if he isn't there to guide us.

A GOOD TURN

Does anyone know when the Boy Scouts of America was started? It was the year 1910. Now for a tougher question: Who started the BSA? Not Baden-Powell. He started Scouting in England. It was an American businessman, William D. Boyce.

In 1909, William Boyce was wandering around London and got lost in a dense fog. A young boy found him and led him to his destination. The boy refused to accept a tip from Boyce, saying that he was a Boy Scout. That intrigued Boyce, and he later asked the boy to take him to meet Lord Baden-Powell.

Because of that meeting, Boy Scouts of America was officially organized in 1910, and there have been more than 93 million Americans involved in the BSA since then.

The Scout slogan is "Do a Good Turn Daily." That is what the Boy Scout in 1909 did for William Boyce, and that is what you should always try to do, every day—a Good Turn, without expecting reward.

THE X WORDS

There are two **X** words that we use frequently in Boy Scouting—e**X**perience and e**X**ample.

You learn Scout skills by e**X**perience. We know that the way to learn is by doing. When we go on camping trips, you get the e**X**perience you need to master your skills.

When you start to teach other Scouts what you know, you set the e**X**ample. But much more important than teaching Scout skills is the e**X**ample you set in your life. Do you always wear a clean uniform at Scout meetings? Are you careful with the language you use? Do you always finish your work before playing?

Remember to think about the two **X** words every day.

A SIMPLE CLOTH AND A COMMON THREAD

They are woven of simple cloth and common thread.
They are no more than an inch and a half in diameter,
and weight no more than a couple of ounces.
They are priceless, yet cost less than a dollar.
They have the power to turn struggle into courage.
Self-doubt into self-esteem
Indecision into leadership
The unknown into knowledge
And the most magical metamorphosis of all,
the transforming of a boy into a man.
What are these mysterious things: merit badges.

TWO KINDS OF BUCKETS

(You will need two buckets that are the same size to make this effective.)

Two buckets equal in size when filled to the rim will hold about the same amount of water. Neither bucket has a hole so, as long as they are not moved, they are equally effective holding water. However, one bucket has a bail, or a handle to carry it by, and the other does not. Have you ever tried to carry a bucket without a handle? The water will slosh out and you usually spill most of the contents. The bucket with a handle is easily movable, and the contents can be carried with little or no spillage. (You might have two Scouts demonstrate moving the two buckets.)

People are sometimes a lot like the buckets. Some are out of control; leaving splashes everywhere, they go for someone to clean up after. Others are like the bucket with a handle, leaving no mess or bother. Which kind of bucket are you?

PARABLE OF THE TOOTHPASTE

(You will need a small tube of toothpaste to make this-effective.)

Have you ever squeezed too much toothpaste out of a tube of toothpaste and tried to put it back in the tube? It can't be done, can it? No matter how hard you try, the toothpaste is out of the tube forever.

Toothpaste is similar to unkind words. Once unkind words come out of your mouth, you cannot take them back. So when you are tempted to say something unkind, remember the parable of the toothpaste, and keep the unkind words to yourself.

THREE UNIFORMS

Tommy Lasorda, former manager of the Los Angles Dodgers, says that he has worn three uniforms in his lifetime, and that all three were very important to him. The obvious one is that of Dodger blue, as he managed the Dodgers to many pennants and World Series during his colorful baseball career. The second uniform was when he served his country and wore the uniform of the U.S. Army, and distinguished himself as a good soldier. The third uniform, of which he is equally proud, was when he was a young boy, and he wore the uniform of the Boy Scouts of America.

CORK IN A SODA BOTTLE

Hold up a soda bottle with a cork inside it and ask, "Does anyone know how to get the cork out of the soda bottle without breaking the bottle?" Allow Scouts to offer opinions of how this might be done, and allow several to try to get it out.

Ask, "Can you think of any items that would help get the cork out of the bottle?" Again you probably will get some more opinions. After hearing some ideas, pull a piece of heavy string out of your pocket, and ask if you believe that a piece of string will do the job. As you demonstrate, explain that the key to removing the cork with the string is a knot tied on the end of the string.

Run the knotted end into the bottle, turn the bottle upside down with the small end of the cork turned toward the crown of the bottle. Gently pull the string out, and as the knot slides against the cork, it will pop out. Explain that the knot is the key to the success of removing the cork. Add, "If something as small as a knot can serve such an important role, think how important each of you are to your patrol and troop."

DETERMINATION

Troop 3 in Youngstown, Ohio, recently had its first Eagle Scouts after being in existence for over 25 years. Troop 3 is a troop for Scouts who have mental and physical disabilities, and most of the Scouts are in their 30s and 40s. At the Eagle ceremony, five men received their coveted Eagle, after most of them had worked for the better part of 25 years earning the award, one small step at a time.

As you work on your advancement—I know you all get impatient and want to move along faster at times—remember Troop 3 and the Scouts who spent 25 years working toward their goal of becoming Eagles.

BULL'S-EYE

Many years ago a young man traveling through the countryside noticed that on many of the barns was a large bull's-eye painted on it with an arrow squarely in the center of the target. He thought he would like to meet the great archer, and asked around until he found out the name of the man, who lived in a nearby village.

He introduced himself, and asked the archer for a demonstration of his great skills. "Sure," said the archer, and they walked to the outskirts of town to a barn. He carried his bow and a quiver of arrows and several buckets of paint and some brushes. He selected a barn site, and carefully took aim at the barn, and hit it squarely in the middle. Then he walked up to the arrow, and carefully painted the bull's-eye around the arrow. He then proudly stood back and admired his work.

The moral of the story is to not be misled by things as they sometimes appear. Often, things are not as they seem.

THREE BRICK MASONS

Three brothers were all equally skilled at a craft taught to them by their father, that of a brick and stone mason. The work was hard, as it required lifting heavy bricks and cement, and they were exposed to the elements of severe weather on a daily basis. However, they viewed their work very differently:

When asked what he was doing, the first brother said, "I'm making a living for my family" as he toiled.

The second brother replied, when asked the same question, "Can't you see? I'm laying brick."

But the third brother, working next to the other brothers, replied, "I'm building a beautiful cathedral."

As you go about your daily tasks, don't lose sight of what you are really doing with your life. Build cathedrals.

ONE LIFE

Taken from *The Real Jesus and Other Sermons,* by James Allan Francis. Philadelphia: The Judson Press, 1926.

A young man was born in an obscure village, the child of a peasant woman. He worked in a carpenter shop until he was 30, and then he was an itinerant preacher for three years. He never wrote a book. He never held an office. He never owned a home. He never had a family. He never went to college. He never put his foot in a big city. He never traveled more than 200 miles from the place he was born. He never did one of the things that usually accompany greatness.

While he was still a young man, the tide of public opinion turned against him. His friends deserted him. He was turned over to his enemies. He went through the mockery of a trial. He was nailed to a cross between two thieves. While he was dying, his executioners gambled for the only piece of property he had on earth, and that was his coat. When he was dead, he was laid in a borrowed grave through the pity of a friend. Twenty centuries have come and gone, and today his is still the central figure of the human race.

All the armies that have ever marched, all the navies that have ever sailed, all the parliaments that have ever sat, and all the kings that have ever reigned, put together, have not affected the life of man like the life of one man, Jesus Christ.

ASPENS

If you have ever seen a grove of aspens wave in a breeze, you have witnessed the strength and beauty of the trees. A grove of aspens can withstand the mighty forces of nature because they are tightly bound together, both in their trunks and limbs, and in their root systems, and each tree draws strength from the others. However, one aspen standing alone would soon split or break in the force of a big wind.

Your patrol is a lot like a grove of aspens. The strength and teamwork of a group of guys can accomplish tasks that would be impossible for individuals working independently. Each patrol member brings skills and talents that compliment the other members of the patrol.

THE LEAD STEER

In the early 1800s, before railroads, the only way to move cattle from the west to the big cities was to drive the huge herds of cattle across the planes to places like Kansas City and St. Louis. Trails like the Chisholm Trail were marked as the best routes that would provide water, food, river crossings, and safety from man and beast. Cowboys would be on the trail for weeks at a time moving the cattle before finally arriving at their destination.

Each herd had a lead steer, which was usually an older longhorn steer that led the way along the trail. The cowboys would get the lead steer moving each morning, and he would slowly start leading the way up the trail to the destination. The herd would fall into line behind the lead steer and follow him. Cowboys would ride on the flanks and the rear to keep the stragglers from wandering away from the herd.

The lead steer was trained to lead the herds. After completing a trail drive, the cowboys would drive the lead steer back home to lead another herd up the trail, and this would be repeated time and again. The story of the lead steer points out that leadership is a skill that can be taught, and as a Scout you will be given many opportunities to learn leadership skills and to be a leader.

WISDOM

Walt Disney was once asked what a person would need to do to be like him. Disney named four steps:

1. Think! Think about the values and principles that guide you in your business and personal life.
2. Believe! Believe in yourself.
3. Dream! Dream of something you want to do.
4. Dare! Dare to make your dream a reality.

TRADITIONAL IRISH BLESSING

May the road rise up to meet you. May the wind always be at your back. May the sun shine warm upon your face, and the rain fall soft upon your fields, and unto we meet again, may God hold you in the hollow of his hand.

CHARACTER

A Scoutmaster asked his troop to define character. One Scout said character is "thinking good thoughts," and another said it is " being a good citizen." Another said character is having good morals, and another said it is "being honest and courageous."

A young Scout held up his hand and when called upon said, "Character is what you do when nobody's looking."

THE ORIGINAL SCOUT LAW

At the BSA's first annual meeting in 1911, a committee was charged with "Americanizing" Lord Baden-Powell's Scout Law.

B-P's Scout Law had nine points, covering the virtues of trustworthiness, loyalty, helpfulness, friendliness, courtesy, kindness, obedience, cheerfulness, and thriftiness. The BSA committee changed the wording to each point but retained their meaning. At the urging of James E. West, three points were added: brave, clean, and reverent. West was particularly adamant about adding "reverent" because, he said years later, "I felt then, as I feel now, that there is nothing more essential in the education of the youth of America than to give them religious instruction."

A TURKEY EXPERIENCE

A flock of turkeys had a training meeting. All the turkeys went, and there, the head turkey taught them how to fly.

At first they were taught how to make short flights off the fence to the ground. This was certainly new to them, and it was very fun. Then they'd glide from the top of the shed. Wow! That was exciting!

Eventually, they learned how to take off from a running start, glide and flap, and slowly lift. They learned how to catch thermal wind currents, soar up and fly high into the sky! And even do some fancy acrobatics.

They could look down and see the whole farm in great detail. They could see what was on the other side of hills and woods that had previously blocked their view. They could see vast horizons that they had never known.

It was a wonderful and exciting and exhilarating experience. And after the meeting, all the turkeys walked home.

Moral of the story: Put to practice the skills that you learn.

ACHIEVING A GOAL

Have you ever had an assignment or task that was so large that you were overwhelmed with the size of it and didn't know where to begin? When you are faced with such a task, ask yourself this question: If you had to eat an elephant, how would you approach it? The answer: one bite at a time. You would do the big assignment just like eating an elephant, one bite at a time.

EVERYTHING I NEED TO KNOW ABOUT LIFE, I LEARNED FROM NOAH'S ARK

Everything I need to know about life, I learned from Noah's ark. One: Don't miss the boat. Two: Remember that we are all in the same boat. Three: Plan ahead. It wasn't raining when Noah built the ark. Four: Stay fit. When you're 600 years old, someone may ask you to do something really big. Five: Don't listen to critics; just get on with the job that needs to be done. Six: Build your future on high ground. Seven: For safety's sake, travel in pairs. Eight: Speed isn't always an advantage. The snails were on board with the cheetahs. Nine: When you're stressed, float a while. Ten: Remember, the ark was built by amateurs, the *Titanic* by professionals. Eleven: No matter the storm, when you are with God, there's always a rainbow waiting.

PARABLE OF THE MULE

This parable is told of a farmer who owned an old mule.

The mule fell into the farmer's well. The farmer heard the mule "praying"—or whatever mules do when they fall into wells.

After carefully assessing the situation, the farmer sympathized with the mule, but decided that neither the mule nor the well was worth the trouble of saving.

Instead, he called his neighbors together, told them what had happened and enlisted them to help haul dirt to bury the old mule in the well and put him out of his misery.

Initially, the old mule was hysterical! But as the farmer and his neighbors continued shoveling and the dirt hit his back, a thought struck him. It dawned on him that every time a shovel load of dirt landed on his back, he could shake it off and step up! This he did, blow after blow. "Shake it off and step up . . . . Shake it off and step up . . . . Shake it off and step up!" He repeated it to encourage himself.

No matter how painful the blows, or how distressing the situation seemed, the old mule fought panic and just kept right on shaking it off and stepping up!

It wasn't long before the old mule, battered and exhausted, stepped triumphantly over the wall of that well! What seemingly would bury him actually helped him, all because of the manner in which he handled his adversity.

That's life! If we face our problems and respond to them positively, and refuse to give in to panic, bitterness, or self-pity. The problems that come along to bury us usually have within them the very potential to benefit us . . . and benefit Scouting, too!

WALKING THE RAILS

Have you ever tried walking the rails? As a youngster growing up, I had to walk about a mile to school. The railroad track ran past both my house and the school. It was the shortest and quickest route.

I can remember many times while walking to and from school that I would try to walk the rails—seeing how far I could go without falling off. I usually didn't get too far before a foot would slip and I would be off the rail and on the crosstie.

I read once of a group of Scouts who happened upon some abandoned railroad track. Each Scout took his turn trying to walk the entire length of the track without falling off. None of the boys was able to go the entire length without falling off.

Two of the boys got their heads together, and after some discussion came running to the group, smiling from ear to ear. They told the group that they were willing to bet that they could walk the entire length of the track without falling off.

The others in the group thought it was a good bet because they had already seen each of the boys fail in the attempt to accomplish the feat. So the bet was accepted and the two boys moved toward the track.

Each of the boys got on one rail and began their walk. Side by side they were walking down the track. Soon one of them became a little shaky, so the boys stopped. They then did something none of the other boys had thought of—they reached out and joined hands! After joining hands, they were able to walk the entire length of the track without falling off. Joining hands and supporting each other, they were able to accomplish what neither of them could accomplish alone.

When we help another, we help ourselves. When we lend a helping hand, we receive one in return. Neither of the boys could walk the length of that track separately. But by the boys joining hands, the task was made relatively easy.

There are many rails in life that have to be walked. Some of them are very difficult to master by ourselves. But if we are willing to extend a hand and receive a hand, we will find that walking the rails of life is much easier to accomplish.

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GAMES

A game can be the highlight of a meeting. Boys seem to enjoy simple, active games that have few rules. Don't wear out a game that is a troop favorite. Introduce a new game occasionally, and recycle the ones that the troop likes. Here are a few games that were submitted by Scoutmasters from around the country. Some are patrol games, some are troop games. Most are just for fun. Enjoy!

INITIATIVE GAMES

Initiative games and cooperative games are different from most games that are familiar to us. What's different is the way we play them. These games require lots of strategy and skill. Everyone has fun, and in that sense, everyone wins.

Initiative games are purposeful activities with specific goals and learning processes that are less competitive and less rule oriented. They can best be described as "action-and-reflection" experiences. These games

1. Have a specific objective or objectives, such as cooperation, trust, or imagination, through physical and verbal group activity
2. Are problem solving in nature
3. Must be talked about or reflected upon in order to have the maximum impact on the participants
4. Are fun

HOW TO USE INITIATIVE GAMES

Consider the following steps in using these games with your troop:

BE PREPARED!

Familiarize yourself with the activity you have chosen. Know how the game is played, what the objectives are, and how its parts lead to the learning objective.

Plan a strategy ahead of time so you can help your Scouts if they get into trouble with the game.

Figure out space and equipment requirements. If you're planning an activity for a camporee, try it out ahead of time with your own troop to avoid last-minute snags.

Think about some questions to ask during the reflection following the activity. You might want to jot down some notes.

PRESENT THE GAME

Make the rules clear. Be sure the Scouts understand the problem they must solve or the skill to be learned before they begin. Emphasize that there should be **no put-downs or harassment** during the activity.

Stand back. Let the Scouts solve the problem themselves. Even though you might know a better solution, let them figure it out for themselves. They will learn the most from an experience they have worked through on their own.

LEAD THE REFLECTION

After the games, lay the ground rules for discussion. Have the Scouts sit so that they can see one another, and ask them to agree not to interrupt or make fun of each other. Let them know that they are free to keep silent if they wish.

Facilitate the discussion. As a leader, avoid the temptation to talk about your own experiences. Reserve judgment about what the Scouts say to avoid criticizing them. Help the discussion get going, then let the Scouts take over with limited guidance from you. If you describe what you observed during the activity, be sure that your comments don't stop the boys from adding their own thoughts. Above all, be positive. Have fun with the reflecting session!

Use thought-provoking questions. The following types of questions are useful in reflecting:

Open-ended questions require more thought and result in more information. "What was the purpose of the game?" and "What did you learn about yourself?" Avoid yes-or-no answers.

Feeling questions require Scouts to reflect on how they *feel* about what they did. "How did it feel when you all started to pull together?"

Judgment questions ask Scouts to make decisions about things. "What was the best part?" or "Why was it a good idea?"

Guiding questions steer your Scouts toward the purpose of the activity and keep the discussion focused. "What got you all going in the right direction?"

Closing questions help Scouts draw conclusions and end the discussion. "What did you learn?" or "What would you do differently?"

Reflecting on an activity should take no more than 10 minutes. The more you do it, the easier it becomes for both you and your Scouts. Remember that the value of the game (and the values of Scouting) often lie beneath the surface. Reflection helps you ensure that these values come through to your Scouts. (Reflection can be held in the time allotted for the Scoutmaster's Minute.)

SOME INITIATIVE GAMES

AEROBIC TAG

This is an active game that requires constant movement and little explanation. It's good for any size group.

Equipment: Plastic flying disk, hula hoop, beanbag, or similar object; watch with a second hand

Object: For a team (any size) to maintain possession of the object of play (flying disk, hula hoop, beanbag, etc.) for 30, 45, or 60 seconds (depending on the size of the playing area and the age and ability of the group)

Procedure: The object of play is thrown randomly into the air and onto the field by the timekeeper. A player grabs it and, by using speed, guile, and help from his teammates, attempts to keep the object from the opposing team.

If the person who has possession is tagged with two hands by an opponent, he must stop running and get rid of the object immediately. If a team member catches or picks up the object, time continues for that team. If an opposing team member takes possession, the timekeeper yells "Change!" and begins timing once again from zero.

Considerations:

1. Make up penalties, if necessary, for infractions such as unnecessary roughness or holding onto the object too long after having been tagged.
2. Limit the playing area, or the game could end up in the next town.
3. This is a fine game for cold weather since it doesn't take long for the players to warm up if the action is spirited.
4. Some kinds of plastic flying disks become brittle and crack or shatter if the temperature falls much below 30 degrees. If the temperature is low, have several disks or an alternative object on hand.

ALL ABOARD

Object: To have 12 to 20 Scouts aboard a 2-foot-square platform without anyone touching the ground around it. Combine patrols to make a group.

Rules:

1. Each person must have both feet off the ground.
2. Everyone must remain on the platform for at least 10 seconds.

This exercise stimulates discussion about team effort, group and individual commitment, leadership, compassion, and group problem-solving dynamics.

THE AMAZON

Equipment: Rope, ½ inch in diameter; pole or tree limb, at least 1½ inches in diameter; plank, at least 6 inches wide, 2 inches thick; stick of any diameter; container with a handle

Object: Using the plank, pole, stick, and length of rope, the patrol must retrieve the container, which is placed some distance from the "riverbank."

Rules:

1. The Scouts may use only the assigned materials and their bodies.
2. If a Scout steps into the "river," he must go back and try again.
3. Time penalties may be given when a player or any of the equipment touches the ground.

Scoring: The first patrol to retrieve the container wins.

BIKE GAMES

Bull's-Eye. For each patrol, set out four empty 1-pound coffee cans, open end up, about 8 feet apart in a straight line. Give each Scout four marbles. The object of the game is to drop one marble into each can while riding down the line at any speed. Score 1 point for each hit; deduct 1 point if the rider touches his foot to the ground.

Slalom Relay. For each patrol, remove the top halves of four empty plastic milk jugs. Set them out about 6 feet apart in a straight line. The rider must weave in and out without touching the jugs and without his feet touching the ground. If he touches a jug or the ground, he must return to the starting line and begin over. Run the game as a relay. The fastest patrol wins.

Snail Race Relay. Mark a 3-foot-wide lane about 50 feet long with string or chalk for each patrol. Half of the patrol lines up at either end of the lane. The object is to ride as slowly as possible without touching the ground or allowing a bike tire to touch the line. The race starts with the first rider at one end riding to the other end of the lane; there the first Scout in that line rides the other way, and so on until all patrol members have ridden the course. The slowest patrol time wins.

BLINDFOLD SOCCER

Equipment: Blindfolds for half the Scouts, two soccer balls

Object: Each team tries to kick the ball past the opponent's end zone as many times as possible.

Procedure: Divide the Scouts into two teams, or use patrols. Each team then divides into pairs. One member of each pair is blindfolded. The game starts when the referee throws or kicks two soccer balls into the middle of the soccer field or playing area.

Rules:

1. Only the blindfolded Scout may kick the ball; the sighted Scout can only offer verbal directions to his partner.
2. Team members may not intentionally touch one another. Normal game contact is allowed as long as the touching is not used to direct a blindfolded participant.
3. There are no goalies.
4. If a ball is kicked out of bounds, the referee will throw the ball into the middle of the field and play resumes.
5. Any additional rules are at the discretion of the referee.

Scoring: Each successful kick earns 1 point for the team. The team with the most points at the end of the game wins.

THE BOY SCOUT SHUFFLE

Equipment: A 30-foot telephone pole lying on a flat area

Procedure: Ask a group of about 20 Scouts to split into two teams, or use two patrols. The two groups stand balanced on opposite ends of the pole so that they are facing each other in single file.

Now ask the two groups to exchange ends of the pole without any team members touching the ground. Time the action and give a 15-second penalty for every touch on the ground. After a completed attempt, encourage the group to talk it over and try again.

As in all timed initiative activities, it is important to attempt the problem more than once. The first attempt establishes a time to beat. Additional attempts invariably result in a faster time because of greater cooperation, planning, individual effort, etc. Exceeding a personal "best" is the best kind of competition.

CROSSING THE ALLIGATOR PIT

Equipment: For each patrol, three spars, 6 to 8 feet long; three 6-foot lashing ropes; four guylines

Procedure: Mark the "alligator pit" on the ground; it should be 20 feet across and as wide as necessary to accommodate your patrols. The patrols line up on one side of the pit. On signal, they lash together a triangular "walker," using a shear lashing at the top and diagonal lashings for the crossbar. Near the top, they attach the four guylines, using two half hitches. The patrol then stands the walker upright and one member climbs on the crossbar. One or two Scouts control each guyline and "walk" the walker across the pit by tipping it from side to side and moving it forward.

Scoring: The first patrol to finish wins.

Note: This can be a timed contest if there aren't enough spars for all patrols.

Active
Fitness
Whole troop

THE ELECTRIC FENCE

Object: To transport a patrol over an "electrified" wire or fence using only the team members and a "conductive beam"

Construction: The electric fence is a length of rope tied in a horizontal triangular configuration to three trees or poles. (It can be a single rope between two trees, but a triangular setup is more challenging and safer because Scouts cannot get a running start to try to jump over the rope, and thus are less likely to take a chance.) The height of the rope should match the skill or age level of the Scouts; 5 feet should be the maximum. The conductive beam is an 8-foot-long pole, log, or 2-by-4. Clear the ground of rocks and roots to prevent injury.

Rules:

1. The only route allowed is over the fence. If a Scout touches the fence (rope), he is "zapped" and must attempt the crossing again. Any Scout touching the hapless victim as he touches the wire must also return for another crossing.
2. If the conductive beam touches the wire, all those in contact with that beam are zapped and must attempt another crossing.
3. An "electric force field" extends from the wire to the ground and cannot be penetrated.

4. The trees or other supports that hold up the wire are "iron woods" (an excellent conductor) and cannot be safely touched.

Cautions:

1. Be careful not to let the more enthusiastic Scouts literally throw other participants into the air over the ropes. Injury might result.
2. Do not let the last person perform a headfirst dive into a shoulder roll.
3. Trust dives (falls into the arms of other Scouts) are OK, even though such a dive seldom works and can overwhelm some catchers.

EVERYBODY UP

This initiative exercise is a useful way to introduce the idea of group cooperation. Ask two Scouts of about the same size to sit on the ground or floor facing each other with the soles of their feet touching, their knees bent, and their hands tightly grasping each other's. From this position they try to pull themselves into a standing position. If they succeed, ask another Scout to join them and try standing with three Scouts, then four, etc. As the group grows, each player must grasp the hands of another person and must maintain foot contact with the group. An expanding group will find that thinking is required to come up with a solution that allows large numbers (50 or more players) to get *everybody up.*

Variation: Ask the Scouts to sit back-to-back and try to stand as a pair, trio, etc. To avoid possible shoulder dislocations, do not allow interlocked arms.

FOGGY HARBOR

The group must maneuver an "oil tanker" (one member of the patrol) through the "harbor" without bumping into the other "ships" (the remaining patrol members). The oil tanker is blindfolded and moves on his hands and knees. He is not to touch any of the other ships, who remain stationary and are distributed throughout the harbor. As the oil tanker nears a ship, the ship must give a warning signal, such as a foghorn. The oil tanker then approaches more cautiously and tries to maneuver through the harbor without colliding.

FRANTIC OBJECT

Object: To keep a number of tennis balls in constant motion for as long as possible

Procedure: Everyone in the group is given a worn-out tennis ball or two. Play on a smooth surface that is bounded by walls. On signal, the group attempts to keep every tennis ball in motion. Referees are used to spot balls that have stopped moving.

Variation:

1. During the activity, additional tennis balls may be added, increasing the difficulty.
2. The activity may be allowed to continue until the referees have spotted three balls that have stopped moving.

HI-LO

Have patrols stand in line with patrol members shoulder to shoulder. Tell them they are to arrange themselves from high to low, or from most to least. For example, you might tell them to arrange themselves by age, from oldest to youngest. Or, choose from the list below:

- Height
- Occurrence of birthday (not age)
- Alphabet—last name
- Distance from home
- Number of brothers and sisters
- Number of merit badges earned
- Number of pets

When they have completed the task, they should give the Scout sign and shout their patrol yell.

HUMAN LADDER

This game will help Scouts develop trust and learn to be responsible for each other's safety.

Equipment: Six to 10 smooth hardwood dowels about 3 feet long and ¼ inch in diameter

Procedure: Pair the Scouts and give each pair one "rung" of the ladder. Several pairs, each holding a rung and standing close together, form the ladder. A climber starts at one end of the ladder and proceeds from one rung to the next. As the climber passes by, the pair holding that rung may leave that position and go to the front end of the ladder, extending the ladder length indefinitely.

Note: The direction of the ladder may change at any time (making a right-angle turn, for example). Obstacles may be added, and the height of the rungs may also vary.

INCHWORM

Pair the Scouts, then have them sit on each other's feet and grasp each other's elbows or upper arms. Each pair

advances by having the Scout whose back is toward the direction of travel lift his bottom off the other's feet and rock backward. Meanwhile, his partner slides his feet forward about a foot and rocks forward as the other sits down on his feet again. Continue with this rocking-sliding motion to the turning line—but don't turn. For the return trip, Scouts simply reverse roles, with the Scout who had been going backward now going forward. The first pair to return to the start wins.

THE MAZE

The patrol forms a circle. Next, each patrol member reaches across with his right hand and takes someone else's right hand. Then each group member does the same with his left hand, but it must be the left hand of a different person. On signal, two players (appointed beforehand) let go of their right hands only. No one else may let go. These two "loose ends" will attempt to straighten out the maze of hands into a straight line.

MOONBALL

Equipment: For each patrol, a well-inflated beach ball

Object: To hit the ball aloft as many times as possible before it hits the ground

Rules:

1. A player may not hit the ball twice in succession.
2. Count 1 point for each hit. Have the patrols gather in different areas of the field or gym and begin playing. Tension and expectation may build as each "world record" is approached.

Variation: Have a different-colored ball for each patrol. Start the game with all patrols in the same area, and allow patrol members to hit the ball of other patrols as well as their own. Do not permit pushing and shoving to get at another patrol's ball.

NIGHT CROSSING

This game will give a good assessment of the verbal communication skills of a patrol leader and the listening skills of the patrol.

Equipment: Enough blindfolds for everyone except the patrol leaders; about a dozen 4-inch-diameter cardboard cylinders, 18 to 24 inches long (such as the tubes that come inside rolls of carpet or in PVC pipe)

Procedure: Blindfold the entire patrol, except the patrol leader. Set up the cylinders at irregular intervals across the course. It is the patrol leader's job to coach his patrol across the course without bumping over a cylinder. The patrol leader cannot get on the course. If a cylinder is bumped over, that Scout must start over. Once a Scout has successfully navigated the course, allow him to take off his blindfold. All members can be on the course at once, or one at a time. This can be a timed event or it can serve as a team-building exercise. Rearrange the course for each new patrol.

NITRO

Three members of the patrol join hands. They are the "nitro" and must be transported as carefully as possible to a designated spot without touching the ground. The rest of the patrol must move them without breaking the grip or changing the position of the three players' hands.

NITRO CROSSING

Object: To transport a patrol and a container that is almost full of "nitro" (water) across an open area using a swing rope

Rules:

1. Participants must swing with a hanging rope over a "trip wire" at the beginning and end of the open area without touching either wire. If a trip wire is touched, the entire group must go back and start again.
2. No knots may be tied in the swing rope, although a loop or a large knot may be tied in the bottom of the rope if less adept players need help. This knot may be held tightly between the legs to help support the player.
3. The nitro must be transported in such a way that *none* is spilled. If any of the nitro spills, the entire patrol must start over. The container must be refilled after each spill.
4. The swing rope must be obtained initially without stepping into the open area between the two trip wires.
5. Participants may use only themselves and their clothing to reach the swing rope.
6. Participants may not touch the ground while swinging between trip wires, and must attempt the crossing again if they do so.

Variation: The nitro scenario can be accomplished indoors by using a gym climbing rope as the swing rope. Set up the trip wires using empty tennis ball cans as supports and a section of bamboo as the top crosspiece. Fill the No. 10 nitro can with confetti to avoid a wet gym floor.

NITRO TRANSPORT

The patrol must move a can of radioactive nitro (an orange juice can full of water) from point A to point B (a distance of about 25 to 30 feet) by lifting the can on a small board (12 inches square) with eight 6-foot ropes. (It will look a lot like an octopus.) All Scouts must pick it up at the same time without spilling the liquid.

PUNCTURED DRUM

This is a summertime game, best suited near a swimming pool. The object is to see which patrol can fill a large plastic garbage can with water until it overflows, by using either a bucket, if dipping from a lake or pool, or a garden hose. Oh, yes. The can has a few holes in it. Before the event, drill 50 to 60 holes at various points around the sides with a small drill bit. The patrol must plug the holes as the can fills. No foreign objects are allowed. The patrol with the best time wins.

REACTOR TRANSPORTER

Equipment: For each patrol, six Scout staves or saplings about 6 feet long, four 6-foot lengths of cord, 20 feet of binder twine or light cord, one No. 10 can, and one nut for a ½-inch bolt

Procedure: On signal, each patrol builds a transporter by lashing a three-sided frame with three staves and then lashing on a tripod from the three corners of the frame. The tin can is suspended from the top of the tripod. The nut is also hung from the top of the tripod. It hangs down into the can but does not touch the bottom or the sides. When finished, three patrol members pick the transporter up by its three corners and carry it to a finish line at least 100 feet away. If the nut swings and hits the side of the can, the patrol must return to the starting line and start the carry again. The object is to transport the reactor so gently and evenly that it is not jarred.

Scoring: The first patrol across the finish line wins.

Informal
Knots
Patrol teams

SCOUT PACE CONTEST

Equipment: Watch with a second hand

Object: To complete 1 mile in exactly 12 minutes

Procedure: The Scouts travel a 1-mile course, by pairs, using the Scout pace (50 steps running, 50 steps walking). Measure a point that is ½ mile from the meeting place, or as many times around the block as needed to make a mile. Space the pairs apart at two-minute intervals.

Scoring: The Scout who finishes closest to 12 minutes (more or less) wins.

SOCCER FLYING DISK

Equipment: A plastic flying disk; a field marked for soccer with a semicircular penalty area surrounding the goal

Object: To send the disk across the opponent's goal line (sliding on the ground or sailing through the air) as many times as possible

Procedure: Divide the troop into two teams or use patrols. Position a team on each half of the soccer field. Have each team choose a goalie, who stands in the penalty area.

Rules:

1. Play begins when anyone throws the disk high into the air.
2. After catching or picking up the disk, a player may run toward the opponent's goal. If he is tagged above the waist with two hands, the tagged player must drop or throw the disk within three seconds.
3. A throw at the goal can be made from anywhere on the field except within the penalty area. The only person allowed in this area is the goalie. The goalie may leave or enter the penalty area at any time.
4. If two or more players grab the disk simultaneously, a "jump" ball is called. A leader stops the action and throws the disk into the air at the point where play was stopped.
5. The only penalty is for excessive roughness. The first infraction results in a two-minute penalty: one player is removed from the field. The second infraction means removal from the game. Body contact is inevitable, but purposeful roughness is unnecessary.

Scoring: Each goal scores 1 point for the team. The team with the highest score wins.

SPORTS TOURNEY

This can be held either indoors in a gym or outdoors, depending on the climate. Have an interpatrol competition in two or more team sports, such as basketball, volleyball, team handball, indoor soccer.

Play patrol against patrol in abbreviated games (two five-minute halves of basketball, for example). If possible, have every patrol play all other patrols.

If the patrol leaders' council desires a full-scale tourney with regulation games, schedule one that covers two or three Saturdays.

STEPPING STONES

This game is a good team-building exercise. Give everyone in the patrol, except the patrol leader, a "life-support capsule" (a 6-inch-square block of wood). Each life-support capsule must be in contact with at least one human at all times. (The capsules can be touched by more than one human.) If a capsule loses contact with a human, it is taken away. The patrol must get from point A to point B, about 15 to 20 feet, without touching the ground, using the life-support capsules as stepping stones. If anyone touches the ground, the patrol must start over.

TANGLE KNOT

Procedure: Ask a group of 10 to 16 Scouts to form a tight circle. Have everyone close their eyes and extend their hands toward the center of the circle. Ask each person to grasp someone else's hands in both of his hands, keeping his eyes closed. When every hand is grasping another hand, tell the participants to open their eyes and listen to their objective.

Object: Without letting go of hands, the group is to unwind, freeing themselves from the seemingly impossible knot and forming a circle.

Rules:

1. Hand-to-hand contact may not be broken when unwinding the knot. Grips may change and palms may pivot on one another, but contact must be maintained.
2. When the group is finally arranged in a circle, the arms of some individuals might be crossed. This is part of an acceptable solution.
3. If time is running out, the problem can be simplified by breaking one grip and asking the group to form a single line instead of a circle.

TWO-BY-FOUR

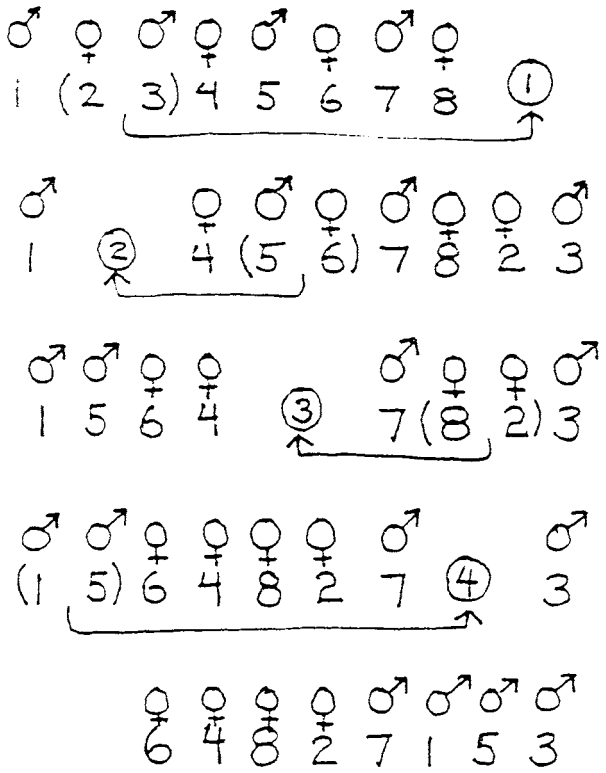
Object: To get all members of patrol A on one end of the line and all members of patrol B on the other end by moving in pairs

Procedure: This noncompetitive game is usually played with red and black checkers. We will substitute Scouts—four from each of two patrols. The eight Scouts line up shoulder to shoulder, alternating patrols (Scout from patrol A, then B, A, B, etc.).

Rules:

1. All moves must be made as pairs. (Members of different patrols may move together.) One pair moves at a time.
2. As a pair moves, the empty space left in the line must remain open until it is closed by another pair.
3. Pairs may not pivot or turn around.
4. The final line must be solid—no gaps.
5. No more than four moves are allowed, but don't announce this until the group has made a first try.

The following sequence shows the four-move solution:



If the group is frustrated, give them the first correct move. This will increase the group's confidence that the solution is imminent. If you forget the solution or neglect to draw the **above** solution on your palm, don't panic, just appear slightly amused at their attempts. Couple that with an occasional smile or slight affirmative nod of the head until the Scouts eventually hit on the right combination. If two or three hours have gone by and your nod is more weary than it is reinforcing, you might have to postpone the solution by suggesting that they "sleep on it."

OTHER GAMES

ANTELOPE RACE

Procedure: On signal, the Scouts run in single file, each with one hand on the belt of the Scout ahead, to a point

50 yards away. They make a left turn and run back to the starting point. Falling down or breaking apart disqualifies the team.

Scoring: Give the first patrol across the finish line 60 points; the second patrol, 40 points; and the third, 20 points.

ANTE OVER

Equipment: Soft rubber ball; a barrier such as a house, or perhaps tarps strung up

Procedure: Half of the troop lines up on one side of the barrier, the other half on the opposite side. One team begins by throwing the ball over the barrier and at the same time shouts "Ante over!" to alert the other team. If a member of the receiving team catches the ball on the fly, his team rushes to the other side of the barrier and the player with the ball tries to hit a member of the opposing team by throwing the ball at him. The team being attacked escapes by running to the other side of the barrier. Any team member hit by the ball joins the team that hit him. If the ball is dropped when it is thrown over the barrier, the receiving team throws it back over, shouting "Ante over!"

Game
Patrol teams
Parallel file

ARM-SLING RELAY

Equipment: Scout neckerchief or triangular bandage for each Scout

Procedure: The patrols line up in relay formation, with one Scout acting as a patient and standing across from his patrol on the opposite side of the room. There is a judge for each patrol. On signal, the first player in each patrol runs to the patient and applies an arm sling. At the instant the judge can see that the sling is correct, he shouts "Off!" and the Scout removes the sling and runs back to tag the next member of his patrol. This continues until all in the patrol, except the patient, have tied a sling.

Scoring: The first patrol to finish wins.

Note to judges: Slings must be correctly applied and adequate to serve the purpose.

First Aid
Game
Individual
Parallel file
Patrol teams
Relay

A TO Z

Give each patrol a large paper bag. The players are to find one item for each letter of the alphabet, and all of the items must fit into the bag. No letter of the alphabet may be skipped. For example: A patrol finds an apple, a bug, a can, an egg, a feather, and so on through the alphabet, but cannot find an item that starts with the letter 'd.' They get only 3 points, 1 for each of the items beginning with 'a,' 'b,' and 'c,' even though they found other items. The time limit is 10 minutes. Spell out the boundaries. Give a prize for the best score.

BALL-OVER RELAY

Equipment: Ball, about basketball size; whistle; blindfold

Procedure: Draw a line across the center of the game area, and assemble teams on either side of the line. The players take positions at various points on their side of the line; they cannot cross the line. One Scout is blindfolded and has the whistle. When he blows the whistle, the leader puts the ball into play. The players must try to keep the ball in the opposing team's territory so that they don't have possession of it when the blindfolded Scout blows the whistle again. The whistle should be blown fairly often, continuously starting and stopping play for a given time.

Scoring: Deduct 1 point from the side that has the ball when the whistle is sounded. At the end of the game, the side with the lowest score wins.

Game
Patrol teams
Whole troop

BALL RELAY

Equipment: Ball or other "throwable" object for each patrol

Procedure: The patrols line up in relay formation, with each patrol leader stationed 15 to 20 feet in front, facing his patrol. The first Scout in line has the ball to start the game. On signal, the first Scout throws the ball to the patrol leader, then sits down. The patrol leader throws the ball to the second Scout in line, who throws it back to the patrol leader, then sits. Play continues until all (including the patrol leader) are sitting. A missed ball must be recovered by the Scout who missed it. He must be back in place before throwing the ball again.

Scoring: The first patrol to finish wins.

Variation: **Basketball.** The patrol leader forms his arms into a hoop by clasping his hands in front of him. The Scouts must throw the ball so that it goes through the patrol leader's arms. Each player keeps trying until he succeeds.

Game
Informal
Patrol teams
Relay

BALLOON BATTLE ROYAL

Equipment: Balloon and 18-inch piece of string for each player

Procedure: The players blow up their balloons (all the same size) and help each other tie them to the back of their belts. On signal, the players use only their hands to try to break the balloons of other players while protecting their own. All's fair except using any kind of instrument, punching, tackling, or other forms of fighting. When a player's balloon is broken, he drops out.

Scoring: The winner is the last one left with an inflated balloon.

Game
Individual
Informal
Patrol teams

BALLOON BOUNCE

Give each patrol an inflated balloon. The object is for each patrol to try to keep their balloon in the air the longest by hitting it back and forth between the members. A patrol is out when their balloon touches the floor or bursts. It is not permitted to catch or hold a balloon. It is permitted to redirect the flight of other patrols' balloons.

BALLOON BUSTING

Equipment: One balloon, one newspaper, and one 18-inch piece of string for each player

Procedure: The players blow up their balloons (all the same size) and help each other tie them to the back of their belts. Each player has a newspaper that he rolls up tightly. The players pair off. On signal, they try to burst their opponents' balloons by hitting them with the newspapers. When half of the original players have busted balloons, the winning players pair off again, and so on until a troop champion is left.

Scoring: The champ earns 50 points for his patrol.

Variation: Line up the troop in a single line. Each player has a deflated balloon. At the signal, "Blow," the players do just that. The first player to overinflate his balloon and cause it to burst wins. All players must burst their balloons.

Facing lines
Fitness
Fun race
Game
Half-troop teams
Patrol teams

BANDAGE RELAY

Equipment: Scout neckerchief or triangular bandage for each Scout

Procedure: The patrols are seated in their patrol corners. A judge is assigned to each patrol. Each Scout selects a buddy from his own patrol. The name of a bandage is announced. On signal, one Scout from each team ties the named bandage on his buddy. The judge checks bandages as they are finished. As soon as a bandage is approved by the judge, it is removed, and the Scout on which the bandage was tied now ties the same bandage on his buddy. When the judge approves both bandages for each team in the patrol, the patrol has finished the first round. They use another type of bandage for the second round, and so on.

Scoring: Score 1 point for the first patrol to finish a round. The patrol with the most points wins.

First Aid
Game
Informal
Parallel file
Patrol teams

BEACH BALL

Challenge the entire troop to keep a beach ball in the air for 100 hits. If they achieve the goal, challenge the troop to go for a record. Play becomes very competitive, and they are competing against their own best effort. A player cannot hit the beach ball twice in a row. Use two balls in a large group. Have the troop count the hits out loud.

BEGINNERS' WATER GAMES

Horse and Rider. Pair the Scouts into buddy teams. One is the "horse" and one is the "rider." Each team tries to unseat the other teams in knee-deep water. The last team left standing is the winner.

Wheelbarrow Race. Two Scouts from each patrol line up, one behind the other, in shallow water. The Scout in front is the "wheelbarrow" and gets down on all fours. The other Scout grasps the wheelbarrow's ankles and raises his legs. On signal, all race to the finish line.

BLACKOUT FUN

Here are five ideas that can be made into patrol or troop games. All of these ideas require blindfolding each player.

1. The players must correctly identify a sudden, sharp noise or a series of noises, such as items being dropped, striking a match, pouring water, etc.
2. The players walk a prescribed number of steps, turn around, and walk back to the exact starting place.
3. Open several small cans, each with different contents, such as ground coffee, onions, cloves, mint, etc. The players must identify the contents by smell.
4. Before the Scouts are blindfolded, they are shown several objects that are about 15 feet away. Once they are blindfolded, they must try to find and pick up the objects they just observed.
5. The patrol members must try to write the names and addresses of fellow patrol members.

Scoring: Develop your own scoring system best suited for these games.

Game
Patrol teams
Active

BLIND-FLYING RELAY

Equipment: For each patrol, a grocery bag, compass, and a card with degree readings, one written at the top, one at the bottom

Procedure: Form partner patrols. Have each patrol line up in relay formation in a corner opposite from the other patrol on its team. The first Scout on each team is given the bag, the compass, and the card. The top degree reading on the card, if followed correctly, will lead him toward the other patrol on his team. On signal, he puts the bag over his head and is turned around three times. He then uses the compass and the top degree reading to find his way to the other patrol. There he gives the equipment to the first Scout in the other patrol, who repeats the procedure, using the lower degree reading (which is 180 degrees opposite from the top reading) on the card to find his way to the opposite corner. Continue until the partner patrols have exchanged places.

Scoring: The first team to finish wins.

Nature
Patrol teams
Quiet

BLINDFOLD COMPASS WALK

Equipment: For each patrol, eight small, numbered stakes; for each Scout, one orienteering compass and a large paper bag

Procedure: Set the stakes in the ground 5 feet apart in a north-south line. One Scout from each patrol stands at each of the eight stakes. The Scouts from one patrol set their compasses between 45 and 135 degrees; boys from the opposing patrol, between 225 and 315 degrees. A paper bag is then placed over the head of each Scout, permitting him to see only the ground and the compass in his hand. Each Scout turns himself around three times, then follows the bearing on his compass for 100 steps. He then turns around and follows the bearing back (orienting the arrow toward himself instead of away) for 95 steps.

Scoring: Only Scouts within 10 steps of their stake score. The patrol with the most points wins.

Game
Informal
Patrol teams

BLINDMAN'S KNOTS

Equipment: A 3-foot length of rope for each Scout

Procedure: Each patrol lines up in relay formation and all Scouts blindfold themselves. For each patrol, a leader passes a familiar knot down the line. Each Scout has up to 10 seconds to try to identify the knot by touch only. The Scouts are then given the length of rope and asked to reproduce the knot.

Scoring: Score 1 point for each correct knot. The highest-scoring patrol wins.

Game

BOW-SAW RELAY

Equipment: For each patrol, one bow saw, one log about 6 feet long with a 4-inch butt, and one short log or block for support

Procedure: The patrols line up in relay formation, each facing their log from a distance of 20 feet. The bow saw is placed alongside the log. On signal, two Scouts from each patrol run up to the log. One Scout supports the log while the second Scout saws off a disk about

2 inches thick. As soon as the disk drops to the ground, the Scouts change positions and another disk is sawed off. When the second disk hits the ground, the bow saw is placed beside by the logs, then both Scouts race back to the starting line and tag the next two Scouts, who repeat the process. This continues until all Scouts have had a chance to saw and all members of the patrol have returned to the starting line.

Scoring: The first patrol to finish wins.

Game
Informal
Patrol teams

BRITISH BULLDOG

Procedure: The troop lines up along one side of the room. One player, the "bulldog," stands in the center of the room, facing the troop. At the command, "Go," the entire troop charges and tries to reach the other side of the room without being caught. To catch someone, the bulldog in the center must lift a player off the floor long enough to yell "1, 2, 3, British bulldog!" A caught player becomes one more bulldog for the next charge. No more than three bulldogs can join to catch one player. The game is played until everyone has been caught.

Scoring: The last player caught is the winner.

Circle
Facing lines
Fitness
Game
Half-troop teams
Whole troop

BUCKETBALL

Equipment: Two bushel baskets or large cartons; a basketball

Procedure: Place the buckets at opposite ends of the room. Play a basketball game following the usual rules. The only exception is that the ball must stay in the bucket to count for a score.

This can be played as an interpatrol competition. After each score, the patrol that didn't score leaves the floor and another patrol enters. This should be a fast-moving game, with patrols constantly entering and leaving the game.

Game
Patrol teams
Vigorous

BUCKET BRIGADE

Equipment: Two plastic milk jugs for each patrol, one empty and one filled with water; one empty paper cup for each Scout

Procedure: The patrols line up in single file. A full jug is in front of the patrol leader and an empty one is at the end of the line. Mark the empty jug ¼ inch below the waterline of the full jug. On signal, the patrol leader fills his cup with water from the jug. He pours the water into the cup of the next Scout in line, who pours it into the next Scout's cup, and so on to the last Scout, who pours the water into the jug at the end of the line. This process is repeated until one patrol has emptied the front jug and filled the other jug.

Scoring: The first patrol to fill the second jug up to the mark is the winner.

Note: If water is spilled, it's possible that the patrol will be unable to reach the mark even though it empties the front jug.

Game
Half-troop teams
Line

BULL IN THE RING

Procedure: Each patrol forms a circle and joins hands. A representative from another patrol is the "bull" and goes into the center of the ring. On signal, each bull attempts to break out of his ring in any manner he wants.

Scoring: The first bull to break out of his ring wins 1 point for his patrol.

Variation 1: In turn, entire patrols act as the bulls, with the rest of the troop forming the ring. Time each patrol. The patrol that breaks through in the shortest time wins.

Variation 2: The Scouts forming the ring each have a 6-foot rope. The object is to keep the bull in the ring while at the same time tying all ropes into a circle using square knots. The first patrol to tie the rope circle before the bull has broken out wins.

Game
Informal
Patrol representatives

BUZZ-BING-BANG

Have the troop sit in a circle, then begin counting off, substituting "buzz" for the number seven and any multiples of seven. Let it circle the group at least twice. If a mistake is made, start over with the next person.

Now add to the mix by substituting the word "bing" for the number five and any multiples of five. Again, if a mistake is made, start over at the point of the error. Try to circle the group twice without a mistake.

If you get this far, substitute "bang" for the number three and any multiples of three.

Variation: When a person makes a mistake they are eliminated.

CAN IT (OBJECT RELAY)

Equipment: Two No. 10 cans or coffee cans for each patrol; various objects, such as nails, sticks, pieces of string, stones, etc.

Procedure: The patrols line up in extended relay formation. The players sit down and extend their feet in front of them. Each patrol counts off with the same set of numbers, so that each Scout will share a number with one Scout from each of the other patrols. One can is placed at each end of the patrol lines. Three objects are placed in one can of each team. The leader calls out a number and the name of an object. All Scouts who share that number race to the can, pick out the object named, transfer it to the can at the other end of the patrol line, and return to their places. An object can be called more than once, so when their number is called, the Scouts must know where to find the object. Scouts must keep track of objects as they are transferred from can to can.

Scoring: The first Scout back in his place with the object transferred wins 1 point for his patrol.

Game
Parallel lines
Patrol teams

CANNIBAL RESCUE

Equipment: One long rope for each patrol

Procedure: The patrols line up in relay formation. Draw a chalk line in front of each patrol and another line parallel to the first but about 20 feet away. Give the first Scout in each patrol a rope. Then tell this story: "You are fleeing from cannibals and have reached the bank of a wide river. Only one Scout in each patrol can swim. The rest of the patrol must be pulled across with the help of a rope." On signal, the first Scout in each patrol "swims" (runs) to the other "shore" (second chalk line) and throws one end of the rope back across the "river" to the second Scout in line. The second Scout ties a bowline knot around his waist and is pulled across to the other shore by the first Scout. Then the second Scout unties the rope, throws it to the next Scout in line, and so on. This continues until the whole patrol is safely across.

Scoring: The first patrol to get all of its members across the river wins.

Patrol teams
Pioneering
Relay

CANOEING RACES

Canoe Tug-of-War. Tie the painters of two canoes together, with two Scouts to each canoe. On signal, each canoe team tries to pull the other beyond a designated line by paddling.

Canoe Splash. With two men to each canoe, one of them paddles while the other uses a pail to try to fill their opponents' canoe with water until it sinks. (Proper safety precautions must be taken: a lifeguard boat must be at hand and participants must be wearing personal flotation devices.)

No-Paddle Race. Just that! There are four Scouts to a canoe. Each Scout uses his hands instead of a paddle to move the canoe across the finish line.

Facing teams
Game
Half-troop teams

CAPTURE THE FLAG

This can be used as a wide game, which means you'll need a large playing area.

Equipment: Two pieces of cloth to use as flags

Procedure: Divide the troop into two teams. Each team has a location designated as its goal. Tie one flag loosely to each goal. The object of the game is to get the opposing team's flag without being captured. A player is captured when he has been tagged by a member of the opposite team. Captured players become members of the opposing team.

CATCH TEN

Equipment: A ball; enough neckerchiefs for half of the players to each have one

Procedure: Divide the group into two equal teams. Identify all members of one team by tying neckerchiefs on their right arms. The ball starts in the hands of one team member, who tosses it to a teammate. The opposition tries to intercept the ball. As the first player catches the ball, he shouts "One!" and throws the ball to another teammate, who shouts "Two!" as he catches

the ball. This continues until the number 10 has been reached. If a player from the opposing team intercepts the ball, he shouts "One!" and his team then tries to reach ten. As teams intercept the ball, they must always start over with the number one.

Scoring: The first team to reach 10 is the winner.

Active
Game
Half-troop teams

CATCH-THE-SNAPPER

Equipment: Four Scout staves, several lengths of cord, and a mousetrap for each patrol

Procedure: Form a "river" by drawing two parallel lines 15 feet apart. The patrols line up on one "riverbank." On the opposite bank is a cocked mousetrap. The patrol members use the lengths of cord to lash the four staves into a long fishing pole, which they use to catch the "snapper."

Scoring: The first patrol to catch its snapper wins.

Orienteering
Informal
Patrol teams

CATERPILLAR RACE

Equipment: A chair for each patrol

Procedure: The patrol members line up in single file behind the starting line. Put one chair for each patrol about 25 feet from the starting line. The first Scout in each patrol places his hands on the floor. Each of the other Scouts bends down and grasps the ankle of the Scout in front of him. On signal, the patrols move forward, swing around the chair, and return to the starting line. The first Scout in each line must walk on his hands and feet throughout. If the line is broken, the team must stop and re-form the line before continuing.

Scoring: The team to finish first wins.

Game
Parallel file
Patrol teams

CENTER MISS

Equipment: Two basketballs or volleyballs

Procedure: Arrange the troop in a circle with one player in the center. One ball is given to the center Scout and the other to one of the Scouts in the circle. On signal, the circle player passes his ball to the center player just as he is passing his ball to another circle player. This exchange continues until the center player misses. The player who caused the center player to miss or fumble the ball changes places with him. All passes must be accurate and in the shoulder-to-waist range. A miss caused by a bad pass does not count against the center player.

Scoring: None—just for fun.

Active
Game
Half-troop teams

CHAIN-GANG RACE

Equipment: For each Scout, 6½ feet of ¼-inch-thick rope

Procedure: The patrols line up in relay formation at the starting line. On signal, the first Scout in each patrol ties his rope around his ankle with a bowline knot and hands the other end to the second Scout. The second Scout joins his rope to the first with a square knot, then makes a clove hitch around his own ankle and hands the other end to the third boy, who does the same. When all patrol members are joined in this way, they race to the finish line.

Scoring: The first patrol to cross the finish line with all knots tied correctly wins.

Knots

CHECKERBOARD KIM'S GAME

Equipment: Large piece of cardboard marked into 16 squares, each square numbered and with an item on it, such as a key, pocketknife, nail, acorn, etc.

Procedure: Each patrol walks silently around the board of items. All of the items are then removed and put in a pile. The patrol members walk around the board again. As each player passes, he replaces an item in the correct square without talking. A player may use his turn to move an item he feels has been incorrectly placed. They continue walking around the table until all of the squares are covered.

Scoring: The patrol with the most items correctly replaced wins.

Game
Informal
Patrol teams

CIRCLE PULL

Equipment: Chalk

Procedure: Divide the troop into two equal teams. Draw a circle on the floor. One team of players is stationed

within the circle. The other team is scattered outside the circle. On signal, the players who are stationed outside try to pull the inside players so that their feet go outside the circle. At the same time, the inside players try to pull their outside opponents so that their feet step inside the circle. Once a player has been pulled in or out of the circle, depending on which side he is on, he becomes a prisoner and is out of the game. Continue the game for two minutes and count each team's prisoners. Change sides and play a second round.

Scoring: The team with the most prisoners wins.

Active
Fitness
Patrol teams

CLOVE-HITCH RACE

Equipment: Set up a rack of three spars on six uprights. Use clove hitches to tie a rope of sufficient length to the spar in the middle. Drape the ends over the other spars. There should be one rope for each Scout.

Procedure: The Scouts line up at the ropes. On signal, each Scout grasps a rope end and ties a clove hitch around the spar. When all members of the patrol have finished, the patrol gives its yell. The first patrol to yell, with all hitches tied correctly, wins.

CODE-O

Equipment: For each player, two flash cards, each with 25 different letters printed on it in five rows of five; for each patrol, a handful of beans or small pieces of paper; set of 26 cards, each with a different letter of the alphabet printed on it; a buzzer

Procedure: Have the patrols in patrol corners. Give each Scout two flash cards. The leader shuffles the alphabet cards, draws one, and, using the buzzer, sends the letter on the card to the patrols in Morse code. Any Scout who has this letter on one or both of his cards covers it with a bean. The first Scout to get five beans in a row in any direction, including diagonally, is the winner.

Variation: Instead of five in a row, use combinations such as four corners, a square in the center, etc.

Game
Individual
Quiet

COMMANDO RAID

Procedure: Divide the troop into two teams. Station one team near the room's light switch and the other team at the far end of the room. Turn out the lights. The team farthest from the light switch, the commandos, must get through the guarding team and switch on the lights within three minutes. If the commandos haven't succeeded in turning on the lights in that time, the guards win that round. If the lights are turned on, note the number of minutes and seconds it took. After the round, change positions so that the commandos from the first round become guards for the second. Each side should develop a secret password so that team members can be identified in the dark.

Scoring: Two runs constitute a round. The team that does the best job of guarding or getting the lights on wins the round. Play as many rounds as desired.

Facing lines
Game
Half-troop teams

COMPASS FACING

Procedure: The participants line up in open lines, an arm's length apart sideways, front, and back. One wall of the room is designated as north. On the signal, "Northeast—go!" all turn to face what they believe to be northeast, and on the command, "Freeze!" they stand motionless. Those who are facing in an incorrect direction are out of the game. Continue with other compass directions: south, northwest, south-southeast, west-northwest, and so on.

Scoring: Continue until one player is left—the troop compass "champion."

Variation: Have those who are facing *correctly* go out of the game each time. This will give more training to the others, and leave you with a troop "champ-nit" at the end.

Note: For many other games involving compass, maps, and orienteering, see *The Basic Essentials of Map and Compass.*

Game
Individual
Single line

CONCENTRATION

This game is best played with about 16 to 20 Scouts. If your troop is larger, two groups can play simultaneously.

Equipment: A list of simple words, a rubber ball

Procedure: The Scouts sit in a circle. The leader throws the ball to a Scout in the circle and at the same time calls out a word from the list. The Scout who catches the ball must spell the word backwards. The object of the game isn't so much to test spelling as to test concentration.

Scoring: None—just for fun.

Game
Patrol corners
Patrol teams

CORNER BALL

This game is played by four patrols at a time.

Equipment: Volleyball, chalk

Procedure: Mark four 8-foot squares on the floor. Each of the four patrols lines up with the first player in their square. The player in square 1 serves the ball in volleyball fashion so that it bounces in square 3; he then runs to the rear of his patrol's line. The player in square 3 hits the ball on the first bounce to either square 2 or square 4. The game continues with each player hitting the ball so that it bounces into either of the two opposite squares. He cannot return it to the square it came from. After each hit, the player goes to the end of his patrol line, and the next in line becomes the player for his patrol.

Scoring: Score 1 point against a patrol that fails to return a shot properly. The patrol with the fewest points wins.

CRAB BALL

Equipment: Basketball, volleyball, or similar large ball

Procedure: Set two goal lines about 40 feet apart. Divide the players into two teams, each team lining up on one goal line. The players sit on their goal line with their arms extended backward, supporting their bodies off of the floor. The ball is placed midway between the goals. On signal, the players move toward the ball, staying in the "crab" position, and try to kick the ball over the opposing goal line. Fouls include touching the ball with the hands, leaving the crab position, and unnecessary roughness. The penalty for a foul is a free kick for the opposition at the point of the foul.

Scoring: A team scores 1 point each time they kick the ball over the opposing goal. The first team to score 10 points wins.

Fitness
Half-troop teams
Vigorous

CRAB-CRAWL RELAY

Equipment: One tennis ball for each patrol

Procedure: The patrols line up in relay formation at a starting line. The leader marks a parallel line about 25 to 30 feet away from the starting line. On signal, the first Scout in each patrol lies on his back, raises his body up with his hands and feet, places the ball on his stomach, and proceeds to crawl in the "crab" position to the second line. If the ball rolls off his stomach, he must stop and retrieve it before continuing. When he has crossed the second line he runs back with the ball to the next patrol member, who assumes the crab position and continues the relay.

Scoring: The first patrol to finish the relay wins.

Fitness
Half-troop teams
Vigorous

CRACK THE DEW LINE

Equipment: Neckerchiefs for blindfolding one team

Procedure: Divide the troop into two teams—the "aggressors" and the "DEW line." The DEW (distant early warning) line players are blindfolded and line up side by side with their feet spread apart and touching each other's. All DEW line players have two "depth charges"—their hands, which they hold at shoulder height. The aggressors try to penetrate the DEW line by crawling through. The DEW line players must eliminate the aggressors by touching them with a depth charge. If a DEW line player makes a hit, the aggressor is out and the DEW line player's depth charge is still good. If he misses, his depth charge is wasted and he must put that hand on his knee. Limit the playing time to five minutes and then change teams.

Scoring: The team that gets the most members through the DEW line wins.

Facing lines
Patrol teams

CREATIVITY

Equipment: For each patrol, a like supply of miscellaneous materials such as Scout staves or saplings, lashing cord, empty cans, and coat hangers

Procedure: Assign a project that involves using the materials provided to create a device that does a specific job. Here are a few sample creations: a device that will weigh camp objects up to 50 pounds, a device to signal a message by a concealed operator located at least 10 feet from the device, or a device that will catapult a 25-pound weight at least 30 feet. The leader can dream up additional creations as desired. Give the patrols a time limit.

Scoring: Patrols are judged on ingenuity and how well their device meets the requirements of the job.

Variation: Instead of assigning all of the patrols the same project, assign a different one of similar skill level to each. This will eliminate one patrol copying the idea of another.

Game
Patrol teams
Quiet

CROSSES IN THE CIRCLE

Equipment: A piece of chalk for each patrol

Procedure: Draw on the floor, 15 feet apart, as many 6-foot-diameter circles as there are patrols. Assign each patrol a circle, have the members stand inside it, and give each patrol one piece of chalk. On signal, the members of each patrol may leave their circle and try to draw as many chalk crosses within other patrol circles as possible, while at the same time protecting their own circle from others.

Rules:

1. The players may not erase crosses.
2. Chalk may not be broken and divided among players, but it may be passed from one player to another.
3. Set a time limit before starting the game.

Scoring: The patrol with the fewest crosses in its circle at the end of the game wins.

Fitness
Half-troop teams
Vigorous

CROWDED CIRCLE

Equipment: A piece of chalk

Procedure: Draw a circle on the floor about 6 feet in diameter. Have the players walk freely around the room. Turn the lights off for 10 seconds. In the darkness, all players must get inside the circle. When the lights go back on, everyone must freeze on the spot. All players found outside the circle are out of the game. The game resumes with shorter darkness periods, if necessary, until only one player remains in the circle.

Scoring: The last player in the circle wins.

Variation 1: Instead of one circle, draw three circles on the floor and number them. When the lights go out, announce which ring should be used.

Variation 2: Make as many circles as there are patrols. Assign each patrol a circle. In the darkness, patrol members must find their patrol's circle.

Circle
Game
Patrol teams

CROWS AND CRANES

Procedure: Divide the troop into two teams, lined up 2 or 3 feet apart, facing each other in the center of a room or cleared space. One team is called the "crows" and the other the "cranes." The leader calls out one of these names, rolling the "r," as "Cr-r-r-rows!" or "Cr-r-r-ranes!" All members of the team called must turn and run to a designated wall or line behind them. If a player is tagged by an opponent before reaching the wall, he is captured and becomes a member of the other team. This is kept up until all players are on one team. The leader can add to the fun by giving occasional false alarms—for example, "Cr-r-r-rabs!" or "Cr-r-r-rash!" Any player moving on a false alarm is deemed caught and goes to the opposite side.

Scoring: The last player captured wins.

Variation: When a player violates the leader's call, he drops out. The last remaining Scout earns 20 points for his team.

Game
Informal
Patrol teams

DEER STALKING

Procedure: One player is selected as the "deer" and goes "grazing" in the woods. The rest try to get within 6 yards (or any suitable distance) without being seen. If the deer notices a tracker, he calls his name and points in his direction. That player must move back 50 feet. If the deer hears a tracker near him, he may "stampede," but not more than 30 feet (the tracker must remain in place). The first player to get within the agreed distance trades places with the deer.

Variation: The deer is in a circle about 50 feet in diameter. The players try to enter the circle unnoticed. If the deer sees a player and calls his name, that player is out of the game. The patrol with the most players in the circle within a certain time wins.

Game
Hike
Patrol teams

DELIVER THE MESSAGE

This is an excellent wide game. (As with most wide games, this one requires about a half-mile-square territory.)

Equipment: One neckerchief for each player; a sheet of paper (the "message") for each patrol leader; whistle

Object: For each patrol to try to get a message to the senior patrol leader or adult leader stationed in the center of the playing area. At the same time, each patrol tries to "capture" Scouts of other patrols by removing the neckerchief tucked into their belts in the back.

Procedure: Station the leader in a 4-by-4-foot space in the center of the playing area. He gives each patrol leader a message and orders him to take his patrol a quarter mile away. Each patrol goes in a different direction. When all patrols are in place, each patrol leader gives the message to one of his patrol members. The message may be passed to other members during the game.

The game starts with a whistle blast. All patrols start toward the center, trying to help their patrol member who has the message reach the leader in the center without being captured. At the same time, the boys try to capture Scouts from other patrols. When a Scout is captured, he is eliminated (or he may be sent back to his patrol's starting point to begin again). If the patrol member who has the message is captured, he must admit that he has it.

The game ends when all messages have either been captured or delivered safely to the leader in the center.

Scoring: Score 10 points for each delivered message; 5 points for each captured message; 2 points for each captured Scout who does not have a message.

DIRECTION-FINDING RELAY

Equipment: For each patrol, one map with magnetic north-south lines drawn on it, one orienteering compass, eight cards (each naming two towns or clearly identifiable map features)

Procedure: The patrols line up near their map, compass, and cards. On signal, the first Scout runs up, selects a card, and determines the bearing from the first point on the card to the second. He writes the bearing on the card and hands it to the judge. He then runs back to tag the next Scout. Continue until all have raced.

Scoring: Score 10 points for each bearing within 5 degrees of accuracy; 5 points for bearings within 10 degrees.

Orienteering
Patrol buddy teams
Quiet

DIRECTION HUNT

Equipment: Eight (or more) tall stakes with pointers that are pointing to distant landmarks or clearly identified objects (large tree, large rock, etc.); an orienteering compass, a pencil, and paper for each participant

Procedure: Scouts from each patrol distribute themselves at the different stakes. They check each landmark toward which the marker on the stake is pointing, set their compasses for the degree direction to the landmark, and write it down. The Scouts then move to the next pointer and determine the next degree direction. At the end of the specified time, each Scout turns his findings over to the judge.

Scoring: The patrol with the most correct degree directions (within 10 degrees) within the time limit wins.

Game
Parallel file
Patrol teams

DODGEBALL

Equipment: Volleyball

Procedure: Divide the Scouts into two teams. One team forms a circle around the other team. The idea is for the outside team to tag the members of the inside team with the ball. Scouts drop out of the game when they are hit by the ball. After a given time, the teams switch positions.

Scoring: The team that has the most players inside the circle at the end of the playing time wins.

DOUBLE DODGEBALL

Equipment: Two inflated balls at least 6 inches in diameter

Procedure: Divide the playing area into three equal parts. One team is divided into two groups. Half of the team is positioned across one end of the playing area, the other half across the other end. The second team is in the center section of the playing area. The balls are given to the team halves at the ends. The end team must throw the balls so as to tag any player in the center section below the waist. An end player may enter the center area to retrieve a ball, but must carry it (not throw it) back to his end zone before it can be thrown again at the center team. When a player in the center gets tagged, he joins the end team and continues playing by trying to tag his former teammates. When all center players have been tagged, those who started in the center become end players and the original end players move into the center.

Scoring: None—just for fun and alertness.

Fitness
Patrol teams
Vigorous

EDIBLE PLANTS WHO'S WHO

Equipment: Twenty (or more) edible plants, each in a numbered No. 10 can; a card at each plant that gives the name of the plant and the part that is edible (for instance, "Cattail: pollen for flour, shoot for greens, root (rhizome) for starch"); pencil and paper for each player

Procedure: The patrol members walk silently around the cans as they read the descriptive cards and try to learn about the plants and their edible parts. All of the identifying cards are removed. The patrol again walks around the cans. The Scouts try to identify and list all the plants and their edible parts. Each patrol goes into a huddle and makes a list of plant names and edible parts.

Scoring: Score 5 points for each plant correctly identified.

Informal
Nature
Patrol teams

FAMOUS VISITORS

Procedure: The patrols assemble in patrol corners, and are informed that they will receive a famous visitor shortly. They try to figure out his identity by asking him questions. The famous visitor will be able to understand English but unable to speak it very well, and can answer only yes-or-no questions. The game leader assigns a famous identity to each patrol leader; for instance, Christopher Columbus, George Washington, and Abraham Lincoln. The patrol leaders go to patrol corners, and the patrols begin questioning.

Scoring: The first patrol to correctly identify the visitor scores 1 point. After a set number of rounds, the patrol with the most points wins.

Variation: **Twenty Questions.** The patrol tries to determine the identity of an object by questioning the patrol leader. The Scouts are told only whether it is animal, vegetable, or mineral. They may ask only 20 yes-or-no questions.

Game
Individual
Informal
Patrol teams

FIRE BUCKET RELAY

Equipment: For each patrol, a fire bucket full of water

Procedure: The patrols line up in relay formation. There is a bucket full of water about 50 feet in front of each patrol. On signal, the first Scout in each patrol runs up, grabs the bucket, and brings it back to the next person in line. The second Scout runs and places the bucket in its original place, and comes back to send off the third, who copies the first, and so on until each boy has had a turn.

Scoring: The first patrol to finish without losing more than 1 inch of water wins.

Variation: The first player on each team runs and gets the bucket and passes it down one side of the team and up the other, the next player takes it back to its place, returns to send off the third, and so on.

Active
Fitness
Half-troop teams

FIRST-AID BASEBALL

Equipment: Ten numbered cards (1 through 10), list of questions based on Second and First Class first-aid requirements, piece of chalk

Rules:

1. Card 2 is a double.
2. Card 6 is a triple.
3. Card 10 is a home run.
4. All other cards are singles.

Procedure: Draw a miniature baseball diamond on the floor with chalk. Line up one team (patrol) behind home plate. The "umpire" (game leader) holds the cards in his hands. In turn, each Scout tries to answer a question given to him by the umpire. If the Scout gives the correct answer, he draws a card. He scores whatever hit is indicated on the card and becomes a base runner as in regular baseball. If he does not answer the question correctly, he is out. After three outs, the next patrol comes to bat.

Scoring: The patrol with the most runs after two innings is the winner.

First Aid
Game
Patrol teams
Informal

FIRST-AID KIM'S GAME

Equipment: Blanket or tarp; collection of 10 or more first-aid items, such as gauze pads, bandages, splints, adhesive tape, absorbent cotton, soap, scissors, tweezers, sunburn ointment, snakebite kit, calamine lotion, thermometer, etc.; 10 or more items not used in first aid, such as a ball, paper clip, *Scoutmaster Handbook,* pencil, penny, photo, shoe, glove, hand ax, toothpaste, etc.

Procedure: Spread all items on the floor and cover them with the blanket or tarp. Group the patrols around the blanket, then remove the cover for exactly one minute. Afterward, the patrols huddle separately and write down all first-aid items they can remember.

Scoring: The patrol with the most complete list wins. Deduct 1 point for each non-first-aid item listed.

FIRST-AID PROBLEMS

These problems can be used for individual or patrol competition.

Procedure: Scouts or patrols should give a correct answer for each problem.

Scoring: The Scout or patrol that gets a correct answer gets 1 point. The individual or patrol with the highest score wins.

Problem A: A boy zigzagging on a bicycle is hit by a car. He receives a cut on his left forearm that severs an artery. He also sustains a simple fracture of his right leg.

Problem B: A driver is speeding along a country road when one of his tires blows out. The car crashes into a pole. The driver receives a simple fracture of the right forearm and a gash on his right shoulder, causing arterial bleeding.

Problem C: While on a hike, a Scout patrol finds an electrical repairman lying at the bottom of a transformer pole. He is not breathing and has burns on both hands.

Problem D: While swimming in a country pond, one boy jumps from a rock ledge and does not come back up to the surface. The other boys notice he is gone, jump in, and pull him out. He is not breathing and has a gash on his forehead that is bleeding profusely.

Note: For problems *C* and *D,* each Scout must show how to get the victim into the correct position for rescue breathing, without giving actual mouth-to-mouth resuscitation.

Problem E: A boy is riding his bicycle when a dog bites him on the right ankle. The boy swerves to get away, and falls heavily on the road. He lacerates a large area of his left elbow into which dirt and sand are ground. His left wrist is swollen and painful.

Problem F: A woman is pinned under a pickup truck that has overturned at the side of the road. When she is released, it is found that she has a cut over her right eye and is spurting blood. Her right ankle is very painful and swelling rapidly.

Problem G: On an extremely hot day, several boys are sitting on a fence in front of their high school, watching a parade. One of the boys falls to the ground. His face is hot, dry, and flushed, and his pulse is exceptionally rapid. His left ear is torn and bleeding profusely.

Problem H: On a very cold day, an unconscious man is found lying behind a train shed. It is evident that he slipped on the railway track and struck his head. There is a gash running five inches from the front to the back of his head and it is bleeding profusely. The skin on his face is very cold, and his ears are pale.

First Aid
Informal
Parallel file
Patrol teams

FISHNET

Pick three Scouts to be the "fishermen," who catch the other Scouts. When caught, the Scouts become the "fishnet" by joining hands. The Scouts at the ends of the fishnet line try to catch players by tagging them. If the fishnet line breaks, it must be re-formed before anyone else can be caught. Players can charge the line to break it or slip through it. When all are caught, start the game over.

FITNESS MEDLEY RELAY

Equipment: For each patrol, a used tire casing, two gunnysacks, and eight triangular bandages or Scout neckerchiefs

Procedure: The patrols line up in relay formation, in pairs. On signal, all pairs tie their inside legs together at the ankles and above the knees using a triangular bandage or Scout neckerchief. The first pair races around a turning point about 50 feet in front of the patrol. As soon as the pair returns to the start, the second pair races. When four pairs have raced and have untied their legs, the first Scout steps into a gunnysack with both feet and hops around the turning point and back. Repeat until eight Scouts have hopped around the course. Then each Scout in the patrol, in turn, rolls the tire around the turning point and back to the start. When eight Scouts have rolled the tire, the event is

finished. If there are fewer than eight in a patrol, some Scouts will have to run the relay more than once.

Scoring: The first patrol to complete the three parts of the medley wins.

Fitness
Patrol teams
Relay

FLAG-FOLDING DISPLAY

Equipment: A United States flag for each patrol

Procedure: Line up the patrols in relay formation. Place a table or a chair with a folded flag on it about 40 feet in front of each patrol. On signal, the first two Scouts in each patrol run to the flag, unfold it completely, refold it, place it back on the table or chair, and return to their patrol to tag the next pair in line. They repeat the procedure until all pairs have run. The flag may not touch the ground at any time. If it does, the patrol will be disqualified.

Scoring: Give 100 points to the first patrol to complete the run, 80 points to the second patrol, and 60 points to the third patrol. Deduct 10 points for each flag that is folded incorrectly.

Variation: Instead of unfolding and folding, have the patrols display the flag for various prearranged occasions.

Game
Informal
Whole troop

FLAGPOLE RAISING

Equipment: For each patrol, five Scout staves, one patrol flag, eight pieces of sash cord, three wooden stakes, one mallet for driving stakes, and three guylines about 18 feet long

Procedure: The patrols line up, each with four Scout staves and their patrol flag attached to the fifth stave. On signal, the Scouts use the sash cord to lash the five staves together with four double lashings, omitting frappings. Next, they attach the three guylines about two-thirds of the way to the top, raise the pole, and stake down the guylines so that the pole stands vertically. When finished, the patrol forms a single line at the base of the pole and stands at attention.

Scoring: The first patrol finished wins. Give extra points for the tallest pole.

Game
Informal
Patrol teams

FLAPJACK-FLIPPING RELAY

Equipment: For each patrol, a frying pan and a linoleum "flapjack" with a white "X" painted on one side

Procedure: The patrols line up in relay formation. Pans and flapjacks are at a line 20 feet in front of the patrols. On signal, the first Scout from each patrol runs to the line and flips his flapjack. Then he runs back, touches off the next Scout, and so on until all have run.

Scoring: Award 1 point for each flapjack thrown into the air, turned over, and caught properly. Deduct 1 point if the flapjack hits the side of the pan, falls on the floor, or does not turn over. Give 5 points to the first patrol to finish with all flapjacks correctly flipped. The patrol with the most points wins.

Fitness
Patrol teams
Vigorous

FLYING DISK GOLF

Set up a flying disk golf course outdoors or in a large room. Use your imagination to develop the hazards. Use waste cans or boxes as the holes, number them one through nine, and let the players work their way through the course. You might want to establish par for each hole, depending on the degree of difficulty.

FLYING DISK SETBACK

This requires an outdoor area about half the size of a football field. It doesn't have to be completely cleared; trees can add to the fun of the game. Set goal lines and sideline boundaries. Divide the group into two teams, facing each other. The object is to get the flying disk over the other team's goal line. Teammates take turns throwing the disk. It is considered dead at the point where the other team catches it or stops it, and that is where the other team throws it back. If the disk is caught in the air by the other team, it is worth five steps, which may be used immediately or banked for future use. If the disk crosses the goal line, banked steps may be used to bring it back onto the playing field.

FOAMBALL DODGEBALL

Designate a playing area and choose one person to be "It," who tries to eliminate players by hitting them with a large foam ball. He cannot run with the ball; he can only pivot where he stands. A player who is hit must sit down where he was hit, with his legs crossed. He is out of the game unless he can intercept the ball from where he sits. Then he is back in the game and becomes the new It. Players who have not been hit can move around at will. For added confusion, add a second ball.

FOAMBALL SOCCER

Divide the group into two teams and play soccer using a foam ball. If it is a large group, put two balls into play at the same time. You might need one team to roll up a pants leg or wear a cap to distinguish between the teams.

FOUR-HANDED SEAT CARRY RELAY

Equipment: One turnaround post

Procedure: The Scouts line up in relay formation at the starting line, facing a single turnaround post located 30 feet away. On signal, each patrol's Scouts 1 and 2 carry Scout 3 with a four-handed seat carry (for a conscious patient) up to and around the turnaround post, then back to the starting line. Scout 3 will then join with Scout 4 to carry Scout 5 around the course. Then Scout 5 will join Scout 6 to carry Scout 7 around the course, and finally Scout 7 will join with Scout 8 to carry Scout 1 around the course. If at any time a "victim" touches the ground, the Scouts transporting this victim must stop, re-form their carry, and then continue.

Scoring: The first patrol to make the full circuit with the four victims is the winner.

First Aid
Informal
Patrol teams

FOUR-WAY TUG-OF-WAR

Equipment: About 100 feet of ¼-inch or thicker rope, chalk or rags for marking the rope

Procedure: Mark a spot in the center of the playing area. Tie the ends of the rope together to make a circle, then divide the rope into four equal segments marked by chalk or tied with rags. Lay the rope in a rectangle shape with the marked spot directly in the center. Have equal-size patrols line up along each of the four sides. On signal, the Scouts grasp the rope and try to pull the other patrols toward them. The winning patrol is the one that has made the most backward progress after a specified time.

FUN FIELD DAY

Choose five or six relay games, stir up excitement among the patrols, and conduct the games, giving liberal scores: first place, 100 points; second place, 50 points; third place, 25 points. Each patrol uses eight runners for each game. A few relay games are listed below:

Initiative Relay. Each Scout runs in his own way, and no method can be repeated within the patrol: forward, backward, hopping on both feet, on one foot, etc.

Candle Race. Each Scout runs to the goal line and back with a lit candle and a box of matches. If the candle goes out, the Scout must stop and relight it before proceeding.

Bag-Breaking Relay. Each Scout runs to the goal line, blows up a paper bag, bursts it, and runs back.

Happy Hooligan. Each Scout walks rapidly to the goal line and back again with a paper cup balanced on his forehead.

For more games along these lines, see G. S. Ripley's *Book of Games.*

Fitness
Individual
Active

FUZZ-STICK RELAY

Equipment: For each patrol, one sharp knife and one stick of dry softwood about ½-by-1-by-9 inches

Procedure: Each patrol lines up in relay formation opposite the equipment. On signal, the first Scout runs up and cuts one sliver on the stick, lays the knife down, and runs back to tag the next Scout, and so on. Slivers should be at least 3 inches long. Twenty slivers, all attached, complete the fuzz stick.

Scoring: The first patrol to finish scores 10 points. The best fuzz stick scores 30 points, the next best scores 15 points.

Variation 1: The players each cut three or four slivers instead of just one.

Variation 2: To vary the scoring, deduct 5 points for each sliver that is cut off the fuzz stick and see how many patrols end up "in the red."

Game
Parallel file
Patrol teams

GET 'IM UP!

Equipment: For each patrol, three Scout staves or poles, one 8-foot length of lashing rope, and one 10-foot length of rope

Procedure: On signal, each patrol lashes the poles together with a tripod lashing, ties a bowline knot in the shorter rope, and passes the running (or free) end of the rope over the top of the tripod. One Scout stands in the loop, grasps the free end of the rope, and is lifted up. (On a slippery surface, Scouts might need to steady the staves.)

Scoring: The first patrol to get a Scout in the loop with his weight fully supported by the tripod wins.

Game
Patrol teams
Quiet

GET THE MESSAGE

Equipment: Signal flag and secret message of 30 letters for each patrol, paper and pencil for each Scout

Procedure: Each patrol has one signaler and one dictator. These two players are sent 100 yards or more away from the rest of the patrol and given a secret message to send with the signal flag. The rest of the patrol members are the receivers. When the message is sent, each receiver writes the message on his paper. There must be no communication between receivers in the patrol. The signaler may not repeat the message, but he may send it slowly enough to be understood by all his patrol members. The patrol leader collects the slips for the judge.

Scoring: All correct letters recorded by the receivers are added together, then divided by the number of receivers to get the patrol average. The patrol with the highest average wins.

Variation: This same game could be played at night using flashlights and Morse code, or during the daytime using mirrors.

Game
Parallel file
Patrol teams

GETTING YOUR BEARINGS

Equipment: Topographic map (the master map); compasses; for each Scout, paper, a pencil, and a photocopy of a section of the master map

Procedure: On signal, the first Scout in each patrol runs to the master map. The leader names or points to two locations or features on the master map (buildings, rock outcroppings, hilltops, bridges, etc.). The Scout takes a bearing from one to the other, draws the route on his photocopied map section, and writes the bearing on it. He then runs back to tag the next patrol member.

Scoring: The winning patrol is the one with the most compass bearings correct within 5 degrees. This is not a speed contest; however, if two patrols have identical scores, the faster one wins.

Active
Game
Half-patrol teams

GRAND PRIX GAME

Equipment: String or chalk; a can and a broomstick handle or long dowel for each patrol

Procedure: With the string or chalk, mark a large figure eight on the ground or floor—the bigger the better. Then mark a starting point for each patrol at intervals around the figure eight.

The patrols line up at their starting point. On signal, the first player in each patrol starts sliding the can around the outside of the figure eight with the broomstick handle.

(All patrols move in the same direction.) When the first player gets back to his patrol, the second one starts, and so on until all have run. To make sure no one cuts corners, place boxes inside the curve at each end.

Scoring: The first patrol to finish wins.

Game
Patrol teams
Quiet

GRANNY'S FOOTSTEPS

Procedure: Assemble the troop in a single line. To start the game, a leader acts as "Granny." Granny stands 20 yards in front, with his back toward the troop. The Scouts try to sneak up on Granny without being seen. Granny counts to himself from one to any number up to 30. At any point he wishes, he turns around and tries to catch someone moving. A Scout caught by Granny starts over. If caught three times, a Scout is out of the game.

Scoring: The first Scout to touch Granny wins.

Variation: **Pandemonium's Footsteps.** A leader with a whistle stands with his back to the troop. The Scouts go hopping and bouncing around the room. When the whistle is blown, they must freeze on the spot. Any motion detected puts the offender out of the game. Continue until all but one are eliminated.

Game
Individual
Informal

GRASSHOPPER RACE

Equipment: A Scout hat, ball, or other small object

Procedure: The patrols line up in relay formation. The game leader marks a turning line 25 feet in front of the patrols. The first "grasshopper" in each patrol grasps the Scout hat or other small object between his knees. On signal, he hops up to the turning line and back to

his patrol, hands the object to the next grasshopper, and so on. If the object is dropped along the way, the grasshopper must retrieve it and put it back between his knees before proceeding.

Scoring: The first patrol to finish wins.

Variation: **Seal Race.** The "seals" line up in relay formation. The first seal grasps the object between his knees and then balances a book on his head. On signal, the seal hops or walks (or uses any mode he wants) to the turning line and back to tag the next seal.

Game
Informal
Various formations

GREASED WATERMELON

Equipment: One medium-size watermelon, greased with shortening

Procedure: Divide the Scouts into two teams and station them in the water 25 feet apart. Float a watermelon halfway between the teams. On signal, each team tries to bring the watermelon back to its own line.

Scoring: The team that brings the watermelon back to its own line wins.

Game
Half-troop teams
Informal

HAUNTED HOUSE

Equipment: Blanket hung up as a curtain, miscellaneous items for making sounds

Procedure: The patrols are seated in front of the curtain. Behind the curtain are two boys who produce various sounds for the Scouts to recognize and remember, such as turning the pages of a book, crumpling a cellophane wrapper, breaking a stick, striking a match, hammering a nail, and so on. After the demonstration, the patrols return to their corners to make a list of the noises they heard.

Scoring: Award 3 points for each sound correctly listed. The patrol with the most points wins.

Game
Parallel file
Patrol teams

HAWAIIAN HANDCLAP

The players sit in a circle or a line, and count off. Establish a 1-2-3 rhythm by having all players, in unison, slap their knees on the first count, clap their hands on the second count, and snap their fingers on the third count. Once the rhythm is set, the first player calls a number at the instant he snaps his fingers. Keeping up the rhythm, the player whose number has been called waits until the instant of snapping his fingers to call another number. A player who calls a number too soon or too late, doesn't call any number, or calls a nonexistent number—all of which happen frequently—loses his number, goes to the end of the line, and starts again with the bottom number, while the others move up a number. The object is to get to be number one and stay there.

Variation: Instead of calling a number, the first player says a word as he snaps his fingers. The player next in line must say a word that will logically follow the first word in forming a sentence, and so on around the circle. The object is to say a word that will complete a sentence.

Game

HOCKEY STEAL-THE-BACON

Equipment: Two Scout staves or 5-foot poles, a beanbag (the "bacon")

Procedure: This game is a variation of "Steal-the-Bacon." In this game, however, the bacon is a beanbag. Divide the group into two teams and have them line up facing each other. Each team counts off with the same set of numbers, so that each player will share a number with a player from the other team. When the leader calls a number, the players from both teams who share that number grab their team's stave, race to the bacon, and try to sweep it back to their goal line.

Scoring: Award 1 point for each goal.

Game
Informal
Patrol teams

HOPPING THE GAUNTLET

Procedure: Half the troop lines up at one end of the room and the other half is out in the middle. The lined-up players try to hop on one foot from one end of the room to the other. They must firmly hold the leg not being used with one hand. The players in the center must also hold up one leg; they try to prevent their opponents from crossing the room by shoulder charging (no hands), trying to knock them off balance. If a player from either side touches the ground with the foot he's been holding up, he must join the other team.

Scoring: None—just for fun. Obviously the team with the most players at the end of the game has done the better job; however, since players change sides frequently, team identity cannot be maintained.

Patrol teams
Relay

HORSE AND RIDER

Procedure: The troop is divided into two equal teams. The Scouts pair up and get into horse-and-rider position (piggyback). The teams stand behind lines 20 feet apart, facing each other. On signal, the "horses" try to reach the opposite goal without losing their "riders." At the same time, the riders try to unseat their opponents.

Scoring: When a rider falls, both he and his horse are out of the game. The team that has the most horse-and-rider pairs to reach the opposite line is the winner.

Patrol teams

HOT ISOTOPE TRANSPORT

Equipment: A log, 6 to 8 inches in diameter and 10 inches long (the "radioactive isotope container"); a length of rope to mark a 20-foot circle; a 2- or 3-inch-wide rubber band cut from an inner tube (the "transporter"); several lengths of rope (tied to the rubber band)

Object: To pick up the radioactive isotope container with the transporter, lift it out of the circle, and place it on the ground outside of the circle

Procedure: Set the radioactive isotope container in the center of the rope circle. Have each patrol, in turn, line up around the circle. Each Scout grasps a rope. Under the patrol leader's guidance, the Scouts pull the rope to stretch the rubber band, then bring the expanded band down over the container, relax the band to fit tightly around the container, then lift and deposit the container upright outside of the circle.

Scoring: The patrol that completes the task in the shortest time wins.

Variation: Instead of having only one container, have several containers. The patrol to transport out the most containers in a given time wins.

Informal
Knots
Patrol teams

HOT OR COLD

Procedure: Select a patrol representative as "It." It leaves the room or playing area. During his absence, the group designates an object for It to identify on his return—it can be anything, from someone's button or neckerchief slide to a nearby tree. When It returns, the group starts chanting "cold" or "hot" depending on how close It comes to the object. The closer he gets to the object, the "hotter" he is; the farther away he gets, the "colder" he is. When he is right on top of the object or touches it, the group cries "Fire!" Then the next It is selected and sent out to try his luck, and so on until every patrol member has been It.

Scoring: Set a limit of two minutes and give 1 point to each It who finds the object within the time limit.

HULA HOOP HORSESHOES

Use hula hoops as targets and sand-filled socks as horseshoes, and play regulation "Horseshoes" rules. A sock inside the hoop is a ringer. It is safer than regular "Horseshoes," and can be played indoors.

HUMAN CHAIN RACE

Procedure: The patrols line up at the starting line, one Scout behind another. Each Scout leans forward, reaches between his legs with his right hand, and grasps the left hand of the player behind him, thus forming a patrol chain. On signal, the patrol chains race to a turning point and back. If the chain breaks, the patrol must stop and re-form it before continuing.

Scoring: The patrol to finish first with the chain intact wins.

Patrol teams
Relay

HUMAN OBSTACLE RACE

Equipment: Stopwatch or a watch with a second hand

Procedure: This is a series of races in which patrol members form obstacles for the runner, who is one of their teammates. (One runner from each patrol competes at a time.) **First race—**The patrol members stand side by side in a straight line about 5 feet apart and clasp hands. The runner must zigzag through the chain, going under each pair of hands. **Second race—**The patrol members get down on their hands and knees; the runner hurdles the patrol members one at a time. **Third race—**The patrol members stand in a line with their feet spread apart; the runner scrambles under each pair of legs.

Scoring: Award 1 point per heat for the runner with the fastest time; when all Scouts have raced, the patrol with the highest score wins.

Active
Game
Patrol teams

HUNTER, GUN, OR RABBIT

Procedure: Two patrols compete in each round. The patrols are seated in a circle, preferably around a campfire. Before the round, each patrol secretly decides whether it will be the "hunter" (all standing with their hands on their hips), the "gun" (pantomiming aiming a gun), or the "rabbit" (making long "ears" with their hands at their heads). On signal, each patrol instantly strikes the pose they secretly selected.

Scoring: The gun defeats the rabbit, the rabbit defeats the hunter, and the hunter defeats the gun. For example, one patrol strikes the pose of hunter, while the other poses as the gun. This would score for the hunters. Had the second team selected rabbit, it would have won, since the rabbit defeats the hunter. If both patrols pick the same pose, repeat the round. The losing patrol is replaced after each round by a new patrol.

Game
Informal
Patrol representatives

ICE ACCIDENT

Equipment: For each patrol, a 10-foot rope, a stave or broomstick handle, and a blanket

Procedure: Casually arrange the equipment in a corner of the room so that it's ready for use, but don't draw attention to it. Have each patrol place a Scout "victim" in a prone position at the opposite end of the room. Announce that these victims have broken through the ice and that it is up to each patrol to rescue its victim and to render first aid.

Note the following:

- Whether or not ropes and staves are noticed and used
- Whether or not artificial respiration is given
- Whether or not the victim is warmed by the blanket and treated for shock
- Whether or not medical help is summoned

Scoring: The patrol with the best performance and time wins.

Variation: **Drowning Accident.** Announce that a Scout has fallen into the water. Each patrol is to rescue the "victim" and render first aid. Observe the same rules as for "Ice Accident."

Circle
Game
Whole troop

INDIAN ARM WRESTLING

Procedure: Two Scouts face each other across a table. Each places his right elbow on the table in front of him and grasps the hand of his opponent. On signal, each Scout presses to the left in an attempt to make his opponent's knuckles touch the table or to make his elbow leave the table. The Scouts are not permitted to use any other parts of their bodies.

Scoring: The first Scout to make his opponent's knuckles touch or his elbow rise scores 1 point. Two out of three wins the game.

Variation: **Indian Thumb Wrestling.** The Scouts place their fists on the table with their thumbs up and their knuckles touching each other's. They link their thumbs together, then each Scout tries to twist first so that his opponent's fist is raised off the table. Two out of three wins the game.

Game
Informal
Patrol representatives

INDIAN HAND WRESTLING

Procedure: Two Scouts stand facing each other. Each of them places the outside of his right foot against the outside of the other Scout's right foot. Both Scouts brace themselves by placing their left foot behind them, then grasp right hands and try to throw each other off balance.
Scoring: The first to succeed in making the other person move a foot or lose his balance wins. Run the contest for the best two out of three tries.

INDIAN LEG WRESTLING

Equipment: Blanket, if desired

Procedure: After a formal challenge, or elimination contests within the patrols, two patrol representatives lie down on a blanket, side by side, flat on their backs with their legs pointing in opposite directions. On the signal, "One," each contestant raises his inside leg to a vertical position. On "Two," the action is repeated, and on

"Three," each tries to lock legs with his opponent and twist him over.

Scoring: The first Scout to twist his opponent over two out of three times is the winner. If both players are twisted over simultaneously it is a tie. As in all duel contests, the winner should be promptly challenged in a more or less formal manner by someone else until (1) a troop champion is found, (2) one Scout has been the winner three times in succession, (3) a certain number of rounds have been played, or (4) a set time has elapsed.

Game
Informal
Patrol representatives

INFILTRATION

This is a nighttime wide game that is best played on a field about 300 feet long and 100 feet wide, preferably with some cover.

Procedure: Divide the troop into two teams, and have one team tie white handkerchiefs around their arms. Post one team at each end of the field. At each goal line, have an adult leader as umpire and scorekeeper. Two adult leaders or junior leaders are the "sentries," who pace back and forth across the center of the field with flashlights.

On signal, both teams begin advancing toward the opposite goal line. Their objective, as the "infiltrators," is to get to the other goal line without being spotted by the sentries. They may walk, crawl, or run. If a sentry shines a flashlight on an infiltrator, that player must go back to his starting line and wait five minutes before resuming play.

Scoring: Score 1 point for each infiltrator who makes it safely to the other goal line within a specified time.

ISLAND HOPPING

Equipment: Two sheets of 8½-by-11-inch paper for each patrol member; one extra sheet of paper

Procedure: Place the sheets of papers in a single line on the floor, perpendicular to the finish line. Each patrol member stands on two of the sheets, facing the finish line. One sheet should be left unused at the rear of the patrol line. On signal, the extra sheet of paper is passed up the line from the last player to the first, who places the sheet down in front of him and steps onto it with his rear foot. Each Scout in line advances by moving his rear foot to the newly vacated sheet ahead of him. The remaining empty sheet is passed forward and the process is repeated. If a Scout steps off a sheet of paper, the entire patrol must move back and start over.

Scoring: The first patrol to cross the finish line is the winner.

Fitness
Patrol teams

IZZY-DIZZY RELAY

Procedure: In turn, each member of the patrol runs to a designated turning point, touches one finger to the ground or floor, walks around his finger six times, then runs back to tag the next Scout.

Caution: Beware of falls! It's a good idea to assign each patrol a spotter to run alongside each Scout for a few yards after he finishes revolving and break his fall if he topples.

Scoring: The first patrol to finish wins.

Game

JUMP THE SHOT

Equipment: Soft weight, such as a rolled-up cloth or sandbag, tied to the end of a rope at least 10 feet long

Procedure: Have the players form a wide circle. The leader in the center swings the rope around inside the circle to get it going in a steady, circular motion. Then the rope is swung wider, around the circle below the knees of players, who must "jump the shot."

Scoring: Any player who is hit by the rope or weight drops out. The last player in the game is the winner.

Scoring variation: Each patrol begins with 50 points. When a player fails to "jump the shot," 5 points are deducted from the patrol score. All players remain in the circle. The game is continued until one of the patrols is "in the red."

Fitness
Three-player teams

KICK BRIDGE

Equipment: Two 12-foot spars, two (or four) 20-foot guylines, one 6-foot rope, one 20-foot recovery line

Procedure: The patrol members tie the guylines to the top of one spar and stand it up. Then they tie the upright and horizontal spars together with the 6-foot rope, using clove hitches, so that the horizontal spar hangs loose. The recovery line is tied to the free end of the horizontal spar. Two (or four) Scouts support the guylines. The first Scout runs to the upright, swings on the horizontal spar across the "stream," and gets off. The horizontal spar is swung back for the next Scout,

and so on. The guylines are eventually brought to the opposite side.

Scoring: The first patrol to get all Scouts across the stream in the shortest time wins. Add 30 seconds for each Scout who falls into the "water."

Informal
Knots
Patrol teams

KIM'S GAME

Equipment: Twenty or 30 assorted items, a large cloth or neckerchief, paper and pencils for each patrol

Procedure: Spread the items out and cover them with the cloth or neckerchief. Gather the patrols around. Lift the cloth and allow the patrols to study the items for one minute. Cover the items after the minute is up and have the patrol members list them on a slip of paper.

Scoring: Award 1 point for each correct item listed. The patrol with the most correct items listed is the winner.

Variation: **Up-and-Down Kim's Game.** Tie the items along a length of rope. Throw one end of the rope over a tree limb. The items are hanging down out of sight in a pack or an ice cooler. The game leader pulls the rope, revealing the items for one minute, then lowers them again. The patrols must list the items in the correct order.

Game
Informal
Patrol teams

KNOT HOOP RELAY

Equipment: One 6-foot piece of rope for each patrol

Procedure: On signal, the first Scout ties the rope into a loop with a square knot (or a sheet bend, fisherman's knot, or other joining knot) and passes it over his head and down his body. He steps out of the loop, unties the knot, and passes the rope to the next Scout, who repeats the procedure, and so on down the line.

Scoring: The first patrol to finish wins. If patrols aren't of equal size, announce a specific number of knots to be tied. This will mean that one or more Scouts might have to tie two knots apiece.

Variation: Instead of rope, use pieces of wool yarn. If the yarn loop breaks, it must be tied again and the loop made smaller, therefore more difficult to get through.

Facing lines
Knots
Patrol teams

KNOT TRAIL (KNOT KIM'S GAME)

Equipment: Several pieces of rope of varying thicknesses

Procedure: Tie the ropes together, using different knots (square, sheet bend, bowline, two half hitches, taut-line hitch). Tie one end of the rope to a tree using a clove hitch, the other end to another tree using a taut-line hitch. Each patrol is told to walk along the rope from tree to tree and back again, silently, to view and memorize the knots (for approximately two minutes). The patrols then huddle to come up with a list of the knots (including the knots around the trees) in the correct order.

Scoring: The patrol with the best list wins.

Trick question for extra points: How many ropes were used?

Game
Informal
Patrol teams

KNOT-TYING RELAY

Equipment: One 6½-foot rope per patrol; Scout staff or long stick

Procedure: The patrols line up in relay formation with the first Scout about 10 feet from the staff, which is held horizontally 30 inches off the ground. On the signal, "Bowline (or other knot), go!" the first Scout runs up, rope in hand, ties the rope to the staff with a bowline, has it approved by the judge, unties it, runs back, and gives the rope to the next Scout, who repeats the procedure, and so on until all players have tied a knot.

Scoring: The first patrol to finish wins.

Note: For the square knot, sheet bend, and fisherman's knot, join the ends of the rope with a taut knot with the staff running through the loop. For the clove hitch, tie two half hitches and a timber hitch, tie the rope to a staff, and pull taut. For the taut-line hitch and bowline, tie the knots so that the staff runs through the loop.

Knots
Parallel file
Patrol teams

KNOTTY-SILENT BALL

Equipment: A foamball, two pieces of rope, two broomstick handles, and a *Boy Scout Handbook*

Procedure: Form the Scouts in a circle. The game must be played in total silence. One by one, the boys toss the ball to anyone in the circle except to the boys beside him. If a boy misses the ball, he must go to the center of the circle and tie a knot. The knot is chosen by the

senior patrol leader (who chooses a knot that the boy needs to learn). The game continues around the boy tying the knot. Once the knot is tied correctly, he returns to the game. If the boy in the center is hit, the boy who threw the ball goes to the center. Any throw that is too hard or that hits below the knees also means a trip to the center.

Any boy who goes to the center two times must drop out of the game. Remember, this is played in total silence.

Scoring: The last player in the game is the winner.

Variation: Substitute other skills in place of knot tying.

LADDER RELAY

Equipment: For each patrol, six lashing ropes, two poles 6 to 10 feet long and three sticks 2 to 3 feet long (all 2 inches thick)

Procedure: The teams line up in relay formation at a distance from their equipment. On signal, the first player from each patrol runs up and starts his team's ladder by lashing the end of one rung onto a pole. Then he runs back and tags the next player, who runs up and lashes the other end to complete the first rung, and so on until the ladder is completed. Then all players run to their ladder and hold it while one Scout climbs to the top. If a team has fewer than six players, one or more will need to make two lashings.

Scoring: The first patrol to finish and test their ladder wins.

Testing and scoring variation: Give 20 points for the first ladder lashed, 15 for the second, 10 for the third, 5 for the fourth. The teams exchange places and each player climbs an opponent's ladder to test the lashings. Deduct 10 points if a rung slips; deduct 20 points if the lashing comes undone.

Knots
Patrol teams
Relay

LEAF MATCHING

Equipment: Large table (or two tables) with seating capacity for two patrols

Procedure: Send the patrols out to collect one leaf from as many different trees as they can find in five minutes. When they return, seat one patrol on one side of the table, the other on the other side. A Scout from one team holds up a leaf, identifies it, and scores 10 points. The first Scout on the other team to hold up the same kind of leaf scores 5 points for his team. This Scout then holds up a leaf, identifies it, and scores as above. If a team incorrectly identifies the leaf it holds up, it scores nothing, but the other team can score 10 points if it has a matching leaf and corrects the mistake. If a team cannot match the opposing team's leaf, it misses a turn and the opponent holds up another leaf for matching.

Informal
Nature
Patrol teams

THE LEAKING BACKPACK

Equipment: Various pieces of camping equipment that could have been lost from a camping or hiking pack (flashlight, toothbrush, soap, toothpaste, sock, spoon, comb, compass, map, piece of fishing line, matchbox, etc.); paper and pencils

Procedure: The game leader arranges the various articles not too conspicuously along one side of a path. The whole troop passes slowly along the trail in single file. No one is permitted to walk back once he has passed an article. Afterward, the patrols huddle and prepare a list of the articles they saw, in the correct order.

Scoring: The patrol with the most complete list wins.

Variation: Each patrol uses their judgment to arrange their list of items in order of importance—how important they consider the various pieces of equipment to a camper or a lost person.

Game
Informal
Patrol teams

LIFELINE RELAY

Equipment: For each patrol, one 40-foot length of sisal, manila, or nylon rope (unweighted); a target made from a 5-foot board (to represent outstretched arms)

Procedure: Each patrol team is about 30 feet from their target. Tie a bowline knot in one end of the rope and fit it around the first player's wrist. He coils the rope and, holding one end, tosses the coil at the target. The bowline loop is transferred to the second Scout's wrist, who recovers and recoils the rope, then throws, and so on until all patrol members have competed.

Scoring: Score 5 points for each throw that hits the target. Add 20 points for the patrol that finishes first.

Active
Outdoor
Patrol teams

LIFE'S LITTLE RIDDLES

Equipment: For each patrol, four blank index cards and a pencil or pen

Procedure: One Scout in each patrol is selected to write the answers, but all patrol members are expected to contribute to this game. The patrols are in patrol corners. Read aloud the first item listed below. The patrols huddle to list as many answers as they can on the first card. After two minutes, read the second item, and so on.

- Name Santa's reindeer.
- Name Snow White's seven dwarfs.
- Name the nine planets.
- Name the original 13 colonies.

Scoring: The patrol with the most correct answers wins. Deduct 1 point for each incorrect answer.

LOG-CHOPPING RELAY

Equipment: For each patrol, one 3-foot log, 10 to 12 inches in diameter, held firmly in place with four stakes; one long-handle ax

Object: To cut the log in half with the fewest number of strokes

Procedure: On signal, the first Scout runs up to the log, takes six strokes, sticks the ax in the log, runs back, tags the second Scout, who runs up, takes six strokes, and so on until the log is cut in two.

Scoring: The patrol that cuts the log in half with the fewest strokes wins, not the patrol to finish first. Stress accuracy over speed.

Game
Patrol teams
Various formations

LOG HAULING

Equipment: For each patrol, one log, 5 to 6 feet long; one rope, 100 feet long (or use a single log and rope for all teams, and time the game with a stopwatch)

Procedure: Each patrol ties a timber hitch around the log. Then each Scout ties a bowline-on-a-bight at intervals along the rope (or overhand knots in a double line, forming large loops). Then, each patrol member places a bight over his shoulders as a harness and together the Scouts drag the log 50 feet across the finish line.

Scoring: The first patrol to cross the finish line with all knots tied correctly wins.

Game
Parallel file
Patrol teams

LOG-RAISING RELAY

Equipment: For each patrol, a crossbar, a 3-foot log about 12 inches in diameter, and a 50-foot length of ½-inch-thick rope

Procedure: The patrols line up in relay formation at the starting line, which is 25 feet from the crossbar and the log. Position the crossbar 10 feet above the ground. On signal, the first Scout in each patrol coils the rope and throws one end of it over the crossbar. He runs forward and ties one end of the rope around the log with a timber hitch. He then hoists the log off the ground by pulling on the free end of the rope. After the log has cleared the ground, he lets it drop, unties the timber hitch, pulls the rope from the crossbar, carries one end back to the starting line, and tags the next Scout in his patrol, who repeats the procedure. Continue until all patrol members have run the course. Any Scout failing to throw the rope over the crossbar after five attempts disqualifies his patrol.

Scoring: The first patrol to finish wins.

Game
Parallel lines
Patrol teams

LOG-ROLLING RELAY

Equipment: For each patrol, one log, 3 feet long and 12 inches in diameter; eight stakes

Procedure: Set the stakes in the ground in a zigzag pattern. The patrols line up in relay formation facing the course. Two Scouts in each patrol roll the log through the course, between the stakes, around the turning point, and back through the stakes to the starting point. The next two Scouts take over and repeat the process, and so on until eight Scouts have participated.

Scoring: The first patrol to roll the log four times through the course wins.

Game
Parallel lines
Patrol teams

LONG-LEGGED PUDDLE JUMPER

No time to build a bridge, but you don't want to get your feet wet? All you need are three stout spars, three lengths of lashing line, and three ropes for guylines. Lash the three poles together. Be creative in making it.

Active
Knots
Patrol teams
Game

LONG, SHORT, ROUND

This is a good game to sharpen alertness, if the leader keeps it moving fast. For each patrol you will need two coffee cans or similar containers. Place three objects in a can for each patrol: a long one, such as a pencil; a short one, such as a toothpick; and a round one, such as a penny. The patrols line up single file, each Scout a good distance behind the one in front of him. Then they sit down, feet extended, and count off so that each Scout in the patrol has a number. There must be the same set of numbers in each patrol, so some Scouts might need to take two numbers.

Set the can with the objects in it at the front of the patrol line, and the empty can at the back end. The game leader signals with his arms to indicate long or short or round, then calls a number. The Scouts who share that number race to their can, pick out the appropriate object, transfer it to the can at the end of the patrol line, and return to their places.

The first Scout back in place wins 1 point for his patrol. Keeping track of the location of the objects soon gets to be a mental challenge, and, of course, if a Scout heads for the wrong can he's bound to lose the race.

LOST QUIZ

Ask each patrol five to 10 questions about what a person or a patrol should do when lost. Base your questions on information from the *Boy Scout Handbook* and the *Wilderness Survival* merit badge pamphlet. Each patrol huddles and writes their answers. Here are some sample questions:

- What is the main thing to do if you are lost? *(Be calm and think.)*
- How can you use landmarks to travel a straight line? *(Visually align two landmarks.)*
- What's the universal distress signal? *(Three of any sound or sight signals.)*

Patrol teams

LUCK RELAY

Procedure: In front of each patrol is a junior leader with a coin hidden in one hand. The first Scout of each patrol runs up and guesses which hand holds the coin. If he is correct, he returns to his patrol and tags the next Scout. If he's wrong, he must return to his patrol and run back to the leader for each guess, until he gets it right. Meanwhile, the leader may transfer the coin from hand to hand at will. Continue until all Scouts have participated.

Scoring: The first patrol to finish wins.

Fitness
Pairs
Vigorous

MAP SYMBOL KIM'S GAME

Equipment: Nine flash cards, each with one map symbol; blanket; pencil and paper for each patrol

Procedure: Arrange the flash cards in any fashion you wish. (Keep a record of how they are arranged.) Cover the display with a blanket. Have the patrols gather around the display. Remove the blanket for exactly one minute, then replace the blanket and tell the patrols to huddle. Give the patrol leaders a pencil and paper and tell them that their patrols have two minutes to write the names and meanings of all of the map symbols they remember and place them in the proper position as displayed.

Scoring: Score 1 point for each symbol listed by a patrol, 1 extra point for the correct meaning. If there is a tie, the winning patrol is the one with the most accurate positioning.

Variation: Use Scout badges or any objects you wish instead of map symbols.

Game
Patrol teams
Quiet

MAP SYMBOL RELAY

Equipment: Several identical flash cards of numbered map symbols, including contour lines (see the *Boy Scout Handbook*)

Procedure: The patrols line up in relay formation facing a wall on which the map symbol flash cards (one for each patrol) have been posted. On signal, the first Scout from each patrol runs up, names the first symbol, runs back, and tags the next Scout, who runs up and names the second symbol. Continue the relay until all symbols have been named.

Scoring: Score 2 points for each symbol correctly named and deduct 1 point for each symbol incorrectly named. The patrol that finishes first scores 10 points.

Game
Informal
Patrol teams

MESSAGE RELAY

Procedure: A leader gives a message to a Scout, using sign language. The Scout must relay it to the next member in his patrol, and so on until the last member of the patrol repeats it to the leader.

Scoring: The patrol that reports the most correct words wins.

MILK JUG HOCKEY

Divide the group into two teams and set up a street hockey goal at each end of the playing area. Give each player a scoop made from a 1-gallon plastic milk jug with the bottom cut out. The players must try to advance a tennis ball into the opponents' goal, using only the scoops. The ball cannot be caught or thrown by hand.

MOW THE MAN DOWN

Equipment: For each patrol, a Scout stave or broomstick handle

Procedure: The patrols line up in relay formation. On signal, the first two Scouts from each patrol grasp the stave, one at each end. Holding the stave just below knee level, they walk quickly to the rear of the line while their patrol mates jump over it. At the end, Scout 1 stays there and Scout 2 races with the stave to the head of the line. He and Scout 3 repeat the action. Continue until all Scouts have raced and the patrol is in its original order.

Scoring: The first patrol to finish wins.

Active
Fitness
Patrol teams

NAIL-DRIVING RELAY

Equipment: For each patrol, a hammer; a log or a piece of 2-by-4; and one nail for each patrol member

Procedure: The patrols line up in relay formation. Each patrol's log, nails, and hammer are placed at a turning line 20 feet in front of them. The first Scout from each patrol goes to the line and drives a nail into the log. He returns and tags the second Scout, and so on until all of the patrol's nails are hammered down. Bent nails must be extracted, unbent, and driven in again.

Scoring: The first patrol to drive in all its nails wins.

Variation: **Patrol Nail-Driving Relay.** Each Scout is allowed only one swing of the hammer. He runs up to the line, takes one swing at the nail, and then returns to tag the next Scout.

Game
Patrol teams

NAME THAT FISH

Equipment: Pictures or silhouettes of several kinds of game fish (bass, perch, sunfish, walleyed pike, northern pike, bluegill, crappie, trout, sheepshead); paper and pencil for each patrol

Procedure: Post the fish pictures on a wall of the meeting room. The patrols huddle to try to identify the fish and list them on the paper provided. Allow three minutes.

Scoring: Score 2 points for each fish correctly named and deduct 1 point for each fish incorrectly named. The patrol with the highest score wins.

Nature
Patrol teams
Quiet

NAME THE MERIT BADGE

Equipment: A picture of each merit badge, each picture numbered but not identified by title (see the "Merits of Scouting" poster); one sheet of paper and a pencil for each Scout

Procedure: Spread out the numbered merit badge pictures on one or more tables. As each Scout arrives at the meeting, give him a sheet of paper and a pencil. Ask him to number his paper from one to whatever the highest-numbered merit badge is. Instruct the Scouts to study the merit badge pictures and write down the correct title of each badge beside the corresponding number on their sheets of paper.

Scoring: Have the Scouts exchange papers and score each other's sheets as a leader reads the correct numbers and titles of the badges. The Scout who correctly identifies the most badges wins.

Informal
Quiet

NATURE ART GALLERY

Equipment: Twenty pictures, each depicting a different kind of bird, tree, flower, etc., numbered but not identified; pencil and a sheet of paper for each player

Procedure: Post the pictures on the walls around the room. Allow the Scouts to move about with their pencils and paper and try to identify the subjects of the pictures. Without consulting each other, they write down the names on their sheets. After a certain time limit, all sheets are turned in for judging.

Scoring: Add the number of correct identifications made by each patrol and divide by the number of patrol members to get the patrol average. The patrol with the highest average wins.

Variation: **Nature Art Kim's Game.** Spread the pictures out on the floor and cover them with a cloth. Uncover for one minute, after which the patrols huddle and try to make a complete list of the items. The team with the highest number of correct items wins.

Informal
Patrol teams

NATURE-GO-DOWN

Equipment: For each patrol, a nature collection of 20 or more items (twig, piece of bark, nest, flower, seed, leaf, plaster track cast, feather, rock, etc.)

Procedure: The patrols line up in relay formation. A junior leader goes to the first Scout in each patrol and shows him the first nature item from the collection. If the Scout identifies it correctly, he stays in position. If he cannot identify it, he is told to "go down" to the end of the line. In this manner the questioning is carried down the line, then back again to the head for another round until all items have been identified.

Scoring: The first patrol to identify all nature items is the winner.

Nature
Patrol teams
Quiet

NATURE MEMORY HUNT

Equipment: A nature display of about 20 items (acorn, rock, large leaf, pine needle, broken eggshell, bird feather, local wildflower, fern frond, local wild berry or nut, etc.)

Procedure: Spread out the display on a large table. Allow the players five minutes to study the display in silence as they try to memorize the items. After a huddle, the players scatter for 10 minutes to collect matching items and place them next to those in the original display. (If time permits, try to identify the items.)

Scoring: The patrol that gathers the most items within the time limit wins.

Informal
Nature
Patrol teams

NATURE SCAVENGER HUNT

Equipment: Sealed letter for each patrol

Procedure: Each patrol is given a sealed letter containing the following instructions:

"Greetings, my friends! Your senior patrol leader has contracted a terrible disease. He is suffering from acute mogigraphia and will not get better until he drinks a dose of my patented antimogigraphia formula. For this I shall need the items from this list within an hour from the moment you read this: 12 pine needles, 6 inches of sassafras branch, 14 dandelion seeds, a bit of rabbit fluff, five dead flies . . . Good luck and good hunting! (signed) Crambambuly, Witch Doctor."

The list should contain about 12 to 20 items, fitting your locale and the season.

Scoring: The patrol that collects the highest number of items within one hour wins.

Informal
Nature
Patrol teams

NEWSPAPER CRUMPLING

Equipment: A stack of old newspapers

Procedure: Give each Scout two full-size sheets of newspaper. On signal, each Scout tries to crumple the newspaper so that it will fit inside his hand. The Scout must not let the newspaper touch anything in the process.

Scoring: The first patrol to have all of their newspaper totally within the hands of the patrol members wins.

Variation: **Newspaper Basketball.** The patrols line up in relay formation. Place a wastebasket or bucket 15 feet in front of each patrol. The first Scout in each line crumples one sheet of newspaper, as above, then tries to throw the newspaper ball into the wastebasket. If he succeeds, the second Scout takes his turn. If he doesn't succeed, he must retrieve the ball, return, and throw until he makes it in.

Fitness
Patrol teams
Relay

NEWSPAPER GOOD TURN

Equipment: One copy of the same issue of a newspaper for each patrol; pens or pencils

Procedure: Give each patrol a copy of the newspaper and ask the patrol members to draw a circle around any article that could serve as an example of a Good Turn. (This can be used as a preopening game if the patrol leader assigns sections of the paper to different patrol members as they arrive at the meeting.)

Scoring: Compare all of the newspapers, page by page. Give 1 point for each article appropriately circled by a patrol, provided no other patrol circled it.

Scoring variation: Score 1 point for each article circled, even though other patrols have also selected the article.

Patrol teams
Game
Half-troop teams

NIGHT EYES

Equipment: A set of different-sized shapes, such as squares, circles, and stars, cut from white paper or cardboard; a blindfold for each Scout

Procedure: The patrols assemble in patrol corners. At the beginning of the meeting, designate the left eye of each Scout to be his "night eye" and the right eye his "day eye." Blindfold the night eye on each Scout and proceed with the meeting. At game time, send the patrols out of the room. In their absence, place the white shapes around the meeting room about 15 feet from a marked observation point. Turn off the lights and call in the patrols one at a time. Have them identify as many of these objects as possible within one minute. Then have them remove the blindfold from their night eye and place it on their day eye. How many objects can they identify now?

Scoring: The patrol with the most correct identifications is the winner.

Game
Patrol corners
Whole troop

NUMBERS

Procedure: Have the Scouts scatter throughout the room. Give the command, "Form fives" (or fours, or threes, or twos). The Scouts have to get into groups of whatever size is announced. Those who don't get into a group of the correct size are out of the game.

Scoring: The last Scout remaining in the game is the winner.

Variation 1: On the leader's command, "Sit in five," the Scouts try to sit down in groups of five (or whatever number was called). If the leader says "Stand in five," nobody moves. Those who sit at that command must drop out.

Variation 2: Whenever a number is mentioned by the leader in telling a story, the Scouts all sit down. The last Scout to sit down drops out of the game. The game ends when only one Scout remains—the winner.

Confusion
Game
Whole troop

OBSERVATION

Equipment: Pencil and paper for each Scout

Procedure: A Scoutmaster or a junior leader who is a good storyteller tells a dramatic story to the group. It should take about three to five minutes. While telling the story he will do several things, such as mop his brow, button his shirt, walk back and forth, etc. At the end of the story, each Scout is asked to write down not what the storyteller said, but what he did during the story, in the order that he did it.

Variation: At the end of the story, send the group out of the room for a few minutes. Move things, such as chairs, pictures, patrol flags, etc., around the room into different positions. Call the group in and have them write down any changes in the room's appearance.

Scoring: The Scout with the most accurate account of the storyteller's doings or changes in the room is the winner.

Game
Individual
Quiet

OBSTACLE RACE

Equipment: An obstacle course that includes a horizontal bar to climb over, a rope suspended from a tree branch to swing over an 8-foot "river," a low horizontal bar to crawl under, a 6-foot-wide area to jump over, a narrow board on the ground to walk along, a row of old inner tubes or tires to run through, an empty barrel to crawl through, etc.; a stopwatch or a watch with a second hand

Procedure: Line up the patrols at the starting line. If you have laid out two parallel courses, start two patrols at the same time and make it a race. If you have only one course, time each patrol separately. On signal, the first Scout in line goes through the course, runs back, tags the next in line, and so on until the whole patrol is through. If a player fails to pass the obstacle course correctly he may be called back for a second try.

Scoring: The patrol with the best time wins.

Fitness
Half-troop teams
Vigorous

OBSTACLE RELAY RACE

Equipment: One long, heavy rubber band made by cutting an inner tube into strips and knotting the strips into one length; sturdy stakes; one wooden or cardboard barrel, open at each end, for each patrol

Procedure: The rubber band is stretched across the field, flat on the ground about 10 feet in front of the starting line and held in place by the stakes. The barrels are placed on their sides about halfway between the rubber band and a turning point about 50 feet away from the patrol stakes. The patrols line up in relay formation. On signal, the first Scout in each patrol runs forward, lifts the rubber band and crawls under, runs to his patrol's barrel and crawls through, runs around the turning point, crawls back through the barrel, jumps over the rubber band, and tags the next Scout in his patrol. All Scouts in the patrol repeat the process. If there are fewer than eight in the patrol, some Scouts will have to run twice to complete eight laps for the patrol.

Scoring: The first patrol to complete eight laps wins.

Circle
Game
Whole troop

OCTAGON COMPASS COURSE

Equipment: Eight stakes individually marked "A" through "H"; for each Scout, a compass, a pencil, and a card with directions as shown below

Procedure: Set up the stakes in a rather large area to form an octagon. One Scout from each patrol is posted at each stake. His card tells him to proceed to two other stakes and return, taking bearings and measuring distances as he goes. *(Example:* "A to F: _____ degrees, _ _____ feet; F to D: _____ degrees, _____ feet; D to A: _____ degrees, _____ feet") Have cards with many combinations of letters.

Scoring: The patrol with the most accurate answers wins.

Game
Patrol teams
Quiet

O'GRADY

Procedure: Assemble the troop in a single-line formation, facing the leader who is four or five steps in front. The leader yells commands, but the players obey commands only if O'Grady says to. If the leader commands "O'Grady says: Arms up!" all arms go up. But if the leader calls "Arms up!" no arms should move. Players who obey that command are out of the game. As the game progresses and few players remain, the leader speeds up his commands and a player who makes the slightest false move must drop out of the game.

Scoring: The last Scout in the game is the winner.

Variation: Divide the group into two facing lines. One side obeys O'Grady, the other does not. If the leader yells "O'Grady says: About-face!" the obeying line does an about-face and the other line stands still. When the leader calls "About-face!" the second line does an about-face, but the first does not. The object is to see which line remains in the game longer.

Facing lines
Game
Patrol teams

OLD PLUG

Equipment: Volleyball

Procedure: Four Scouts form a line by grasping each other's waists. The rest of the Scouts form a large circle around them. The circle Scouts try to hit the last player in the line, "Old Plug," with the volleyball. The other three in the line try to maneuver to protect Old Plug, but they must not lose their holds on each other's waists. When Old Plug is hit, he joins the circle players and the one who hit him becomes the first player in the line. The new Old Plug is the player who was previously third in line.

Active
Fitness
Patrol teams

ONE-HANDED KNOT TYING

Equipment: Two ropes for each patrol

Procedure: Divide the patrols so that half-patrol teams face each other, with the Scouts in front about 20 feet

apart from each other. Two ropes are placed halfway between the Scouts in front. The leader calls out a knot. The first player from each half-team runs to the center and, with one hand behind his back, ties his end of one rope to that of the other player's. The leader checks the knot. Then the players untie the knots, run back, and tag the next players. The rope cannot be laid on the floor or the ground during tying. Teeth cannot be used. Knots cannot be tied against any part of the players' bodies. If a patrol has an odd number of members, one Scout runs twice.

Scoring: Score 10 points for the first patrol to finish, 5 for the second.

Variation: Add extra fun by having the players tie the knots behind their backs.

Active
Fitness
Patrol teams

OUTDOOR WINTER GAMES

Skating Race. The Scouts line up at the starting point. On signal, they race to the finish line.

Skateless Skating. Set up a course about 50 feet long. Line up the players at the starting line, without skates. On signal, they "skate" on the soles of their shoes to the finish line.

Broom-Sled Race. Set up a 100-foot course on smooth snow. Use a broom for a sled. One Scout sits on the bristled end and another pulls him by the handle. The pair to finish first wins.

Snowball-Rolling Contest. Before the contest starts, each Scout prepares a snowball 1 foot in diameter. On signal, each Scout rolls his ball for three minutes. When the stop signal has been given, all balls must remain in place until they are measured. The largest snowball wins.

Game
Informal
Patrol teams

OVER-AND-UNDER RELAY

Equipment: One volleyball, basketball, or similar object for each patrol

Procedure: The first player has a ball—or other large object—that he passes over his head, using both hands, to the player behind him, and so on down the line. When the last player gets the ball, he runs to the front and passes it between his legs to the player behind him and on down the line; next time, it passes over the head, and so on. The ball must be passed, not thrown. The first team to regain its original order wins.

Variation: The first player always passes over and the next under, and so on alternately.

Relay
Patrol teams

OVERTAKE

The Scouts form a circle and count off. You must have an even number in the group. All even-numbered Scouts in the circle form one team and all odd-numbered Scouts form the other team. Hand a basketball to Scout 1. Give the other ball to the even-numbered Scout on the exact opposite side of the circle. On signal, Scouts must pass, not throw, the ball clockwise to members of their team (every other Scout). Both balls will be traveling in the same direction. The object of the game is for one team to pass their ball faster than the other team and eventually overtake the other team's ball.

Game

PAPER-WAD TENNIS

Equipment: Masking tape; about 100 sheets of paper crumpled tightly into wads

Procedure: This is a good patrol competition game that is simple to do. Divide the meeting room in half with a line of masking tape on the floor. Scatter the paper wads around the room, equally distributed on both sides of the line. Each patrol takes one side of the "court," and no one can cross over to the other side. The object is to throw as many paper wads onto the other patrol's court as possible, throwing only one at a time. A timekeeper facing away from the patrol calls "Go!" and the game begins. When he yells "Stop!" the patrol with the most paper wads on their court is eliminated, and the remaining patrol faces the next challenger.

PATROL CHARADES

Procedure: Each patrol prepares a pantomime of an activity required for any merit badge. *(Examples:* scanning the sky and writing on a clipboard for Bird Study; using a Geiger counter for Nuclear Science) In turn, the patrols mime their merit badge activity while other Scouts try to guess the badge.

Scoring: Score 1 point for the patrol of the Scout who first guesses correctly what another patrol is miming.

Game
Informal
Patrol teams

PATROLO

Equipment: Volleyball or soccer ball, patrol flags

Procedure: Mark out a playing field, 40 feet square or larger. Goal squares are 5 to 6 feet square. In the center of each goal square, plant the patrol's flagstaff about 3 inches into the ground. The object of the game is to knock over the opposing patrol's flag by hitting it with the ball.

Rules:

1. The ball must be passed by hand, punched, or headed; no kicking and no running with the ball.
2. Only the goalie may be in his team's goal square.
3. Tackling, shoving, and tripping are not permitted.
4. When the ball goes out of bounds, it is thrown back in, as in soccer.

Scoring: Score 1 point for knocking over the opposing patrol's flag.

PONY EXPRESS RACE

Equipment: A 5-foot length of rope for each Scout

Procedure: The patrols line up in relay formation, with the patrol leaders in front. On signal, every Scout ties a bowline knot around the waist of the boy in front of him, grips the free end of the rope with one hand, and raises his other hand. When all hands are up, the leader gives a command and the patrol races to the end of the room, turns around, and runs back across the starting line.

Scoring: The patrol that crosses the line first wins, provided no one lost his grip and all knots remained tied.

Knots
Patrol teams
Relay

PORPOISE RELAY

Equipment: Three or more inner tubes or other rings for each patrol; other obstacles as desired

Procedure: In chest-deep water, lay out an obstacle course for each patrol, using rings to go through, buoys to go around, Scout staves to swim under, etc. All items are anchored to the bottom. On signal, the first Scout in each patrol swims (or walks) the course, going through, around, and under the obstacles, and swims back to tag the next Scout. Continue until all have covered the course.

Scoring: The first patrol to finish wins.

Active
Aquatics
Patrol teams

PRISONER'S BASE

Procedure: Mark goal lines at opposite ends of the room or playing area. Behind each goal line, mark a "prison" about 10 feet wide and 5 feet deep. The teams stand behind the goal lines. Play starts with a player from one team running out, daring to be tagged. One player from the other team chases him. If the pursuer tags him before he returns to his own goal, he becomes a prisoner and must go immediately to the other team's prison. The original pursuer may now be tagged by an opponent. A player may only be tagged by an opponent who has left his goal line after the player did. Prisoners may be released by being touched by a teammate.

Scoring: The game continues until all of the players from one team are prisoners. Or, if using a time limit, the team with the least number of members imprisoned by the other team wins.

Active
Game
Patrol teams

REMEDIES

Equipment: A complete first-aid kit for each patrol; splints and other first-aid supplies as needed

Procedure: The patrols sit in their patrol corners. A leader thinks of a hypothetical first-aid case, then takes from each kit the first-aid items that would be used to treat it. The patrol members carefully study the items as they are presented. The leader then replaces all of the items, and each patrol must try to figure out what the injury is.

Scoring: The first patrol to come up with the correct answer wins. If a patrol guesses wrong, it is disqualified.

Variation: **Yes-or-No Remedies.** After the leader replaces the first-aid items, he may answer the patrol's questions, but only with "yes" or "no." Score as above, or limit the number of questions.

First Aid
Parallel file
Patrol teams

REMOTE CLOVE-HITCH TYING

Equipment: For each patrol, a tree around which a 10-foot-radius area is staked out, a 50-foot rope

Procedure: Two Scouts from each patrol grasp the rope at either end and are not permitted to let go. The object is to tie a clove hitch around the tree without entering the circle. Other patrol members may help with advice and by raising the rope as needed. This is a fooler; it requires lots of thinking!

Scoring: The patrol to finish first wins.

RESCUE-CARRY RELAY

Equipment: Two poles or Scout staves, a chair

Procedure: The patrols line up in relay formation. On signal, the first two Scouts from each patrol make a stretcher with the poles and their shirts, and transport a third Scout to a turning line and back. The next two Scouts carry another Scout with a chair carry to the turning line and back. The seventh Scout carries the last Scout to the turning line and back with a pack-strap (one-person) carry. See the *First Aid* merit badge pamphlet for more about these carries.

Scoring: The first patrol to finish wins.

Note: If carries are done roughly or improperly, Scouts must start over.

Outdoor
First aid

RESCUE RACE

Equipment: For each player, one 4-foot piece of rope

Procedure: The patrols line up in relay formation at a starting line, the "shore." Each player has a piece of rope. The patrol leaders each take position 20 feet in front of the first Scout in any patrol other than their own. When the game begins, each patrol leader pretends he is drowning and must be rescued by having a line thrown to him. Each patrol tries to be the first to get the patrol leader back to shore. On signal, all patrol members tie their ropes into one long line. The first Scout coils the rope and throws it to the patrol leader, and the whole patrol pulls him to shore. (It is best to trade patrol leaders around so that no leader is rescued by his own patrol.)

Scoring: Give 100 points to the first patrol bringing the leader ashore, 80 points to the second, and 60 points to the third. Check knots for correct tying. Deduct 10 points for every incorrect knot.

Knots
Parallel file
Patrol teams

REVERSE SOFTBALL

Using a plastic ball and bat, play a game of softball, running the bases in reverse. If the ball field happens to be in an area with a few trees, it will make the game more interesting. Any ball caught falling out of a tree should be recorded as an out.

RING BALL

Equipment: A volleyball or basketball

Procedure: The Scouts form a circle. One Scout, chosen to be "It," is stationed inside the circle. Play is begun by passing the ball to a Scout other than It. The ball is passed around or across the circle from Scout to Scout, while It tries to intercept it and force it to touch the floor. If It can make the ball touch the floor, the Scout who last touched the ball before It did goes to the center and the game continues. Emphasize to the players that It must make the ball hit the floor. Thus, if a Scout in the circle can catch the ball before it hits the floor, It has failed even though he might have touched or hit the ball.

Scoring: None. This is a good preopening game because Scouts can be added to the circle as they arrive at the meeting place.

Patrol teams
Physical fitness
Vigorous

RING BUOY THROW

Equipment: One or more 15-inch ring buoys (kapok buoy for land practice, cork buoy if playing in the water) with 60 feet of 3/16-inch-thick rope attached; two markers

Procedure: Set the two markers 5 feet apart, 30 feet from the throwing line, to indicate the target area. Each Scout must throw the ring buoy between the markers three times in one minute, recoil the line, and hand it to the next Scout. (The buoy must go past the target area and between the markers.)

Scoring: The team that makes three targets per Scout in the shortest time wins. If playing rounds, give 60 points for the first patrol, 40 points for the second, and 20 points for the third.

Variation: Instead of using the whole patrol, select patrol representatives and score for five targets in the shortest time.

Aquatics
Patrol representatives
Various

RINGLEADER

The troop is seated in a circle. "It" leaves the room. While he is out, the Scouts select a ringleader and begin copying his motions. The ringleader must change motions at least every 15 seconds. When It returns, he tries to determine which Scout is the ringleader. The ringleader may clap his hands, rub his head, scratch his leg or his arm, pat his knee or his stomach, etc. If It can identify the ringleader in three guesses, he can play It again for the next round. If he fails, the ringleader becomes It.

Game

RING ON A STRING

Equipment: A ring; a string that is long enough for all players to handle at once

Procedure: Have the Scouts form a circle, facing inward, with one Scout in the middle. Slip the string through the ring and tie the ends together. Place the string inside the circle and have each Scout hold it with both hands. The idea is to pass the ring around the circle from hand to hand, unnoticed by the Scout in the middle. He tries to guess where it is by pointing to the hand he thinks is holding the ring. If he is correct, the ring holder goes to the middle and the guesser takes his place in the circle. The Scout in the middle must keep guessing until he locates the ring.

Scoring: This game is not scored. It is suitable for preopening or just for fun.

Game
Informal
Whole troop

ROMAN CHARIOT RACE

Equipment: For each patrol, six Scout staves and nine pieces of sash cord for lashing

Procedure: The equipment is placed in piles at a distance from the patrols. On signal, the patrols run up and lash a "chariot." This is done by making a trestle frame, as in building a bridge. Four staves form a square; the fifth and sixth staves are lashed diagonally to the opposite two sides. When the frame is finished, two Scouts pull the chariot and rider down the field around a marker and back to the finish line.

Scoring: The first patrol to cross the finish line with their chariot intact wins.

Informal
Knots
Patrol teams

ROOSTER FIGHT

Procedure: Each player grasps one leg by the ankle to hold it off the floor, and moves about by hopping on one foot. To start the game, two players face each other. On signal, each tries to knock the other off balance by shoulder blocking. Using elbows is not permitted.

Scoring: The first Scout to knock his opponent off balance so that he touches the floor with both feet scores 1 point. Two out of three wins the game.

Variation: **Rooster Pull.** Each "rooster's tail" is a 2-foot length of rope tucked under the Scout's belt at the back. Each rooster tries to pull out his opponent's tail and at the same time tries to protect his own. A tail pulled out scores 1 point. Knocking one's opponent off balance does not score any points.

Active
Fitness

ROPE CIRCLE

Tie a long 1-inch-thick (or thicker) rope to form a large circle and place it on the ground. The size of the circle should allow about 2 feet per player. Have the players stand outside the circle with their feet about 2 feet apart. They pick up the rope with their hands, which are also about 2 feet apart. On signal, they all lean backward away from the rope. On a second signal, everyone slowly sits down, relying on the rope to support them. On a third signal, everyone stands back up. On the final signal, they take a step to the left, then a step to the right.

RUBBER-BALL RELAY

Equipment: For each patrol, a 12-ounce soft-drink can, a rubber ball, and a chair

Procedure: The patrols line up in relay formation. The first Scout in each patrol has a rubber ball in his hand. About 25 feet in front of each patrol is a soft-drink can on a chair. On signal, the first two Scouts in each patrol place the ball between their foreheads, carry it in this manner without using their hands, and deposit it on top of the can. Once the ball is on the can, one of the two Scouts picks up the ball with his hand and runs back to the starting line, giving it to the next two Scouts in line, who repeat the process. If the ball is dropped, the pair must pick it up and return to the starting line to start over.

Scoring: The first patrol to finish wins.

Game

SCOUTING HISTORY

Equipment: Pencil and paper for each patrol

Procedure: The patrols sit in patrol corners. The Scoutmaster or any of the leaders asks the following, or similar, questions, based on information in the *Boy Scout Handbook:*

1. Who was the founder of the Scouting movement?
2. What was his profession?
3. In what country was Scouting founded?
4. When was the first American handbook for Boy Scouts published?
5. When and where was the first Scout camp held?
6. Who brought Scouting to America?
7. When was the Boy Scouts of America founded?
8. Who was the first Chief Scout of the Boy Scouts of America?
9. When and where was the first world jamboree held?
10. When will Scouting celebrate its 100th birthday?

Scoring: Award 10 points for each correct answer.

Informal
Patrol teams

SCOUT LAW BASEBALL

Equipment: A set of 14 index cards—12 of them numbered (from 1 through 12), one of them blank, and one of them marked with an "X"

Rules:

1. The number 2 card is a double.
2. The number 6 card is a triple.
3. The number 12 card is a home run.
4. The blank card is a base on balls.
5. The "X" card is a strikeout.
6. All of the other cards are singles.

Procedure: Draw a miniature baseball field on the floor or ground. Line up the batting team (patrol) behind home plate. The umpire (game leader) holds the cards in his hand. Each player draws a card from the umpire and recites the point of the Scout Law indicated by the number on the card. If he knows it, he becomes a base runner, going through as many bases as specified. If he does not know the wording or if he draws the card with the "X," he is out. After three outs the next team comes to bat.

Scoring: The patrol with the most runs after three innings of play wins.

Game
Patrol corners
Patrol teams

SCOUT LAW HUNT

Equipment: One copy of the same issue of a newspaper for each patrol; pencils

Procedure: The patrols go to patrol corners, each with a copy of the same issue of a newspaper. On signal, the patrols start searching for articles or news items that illustrate some point of the Scout Law. The patrol members tear or cut these articles from the newspaper and write on each clipping the point of the Scout Law involved, along with their patrol name.

Scoring: The clippings are collected by the troop leaders, and the patrol with the most clippings in a given time wins.

Variation 1: The patrols clip articles that illustrate points of the Scout Law, either broken or kept. The first patrol to find clippings for all 12 points wins.

Variation 2: The leaders select one of the more difficult points of the Scout Law to illustrate. The first patrol to find an example of that point wins.

Patrol teams

SCOUT LAW RELAY

Equipment: For each patrol, a set of 12 numbered cards (from 1 through 12)

Procedure: The patrols line up in relay formation. The cards are placed in a pile at a turning line opposite each patrol. On signal, the first Scout runs up and selects a card. He gives the Scout sign and recites that part of the Scout Law represented by the number on his card. The Scout returns and tags the next Scout.

Scoring: Score 10 points for the first patrol to finish, 5 for the second, 3 for the third, etc.; deduct 1 point for each error in naming a part of the Scout Law.

Variation: **Reverse Law Relay.** The patrols line up in relay formation. Space out the numbered cards on the floor between the patrol and the turning line. A second set of cards, each bearing one of the 12 points of the Scout Law is placed at the turning line. On signal, the

first Scout runs to the line, selects a card, and places it opposite the correct number.

Game
Informal
Patrol teams
Relay
Various

SCOUTS TO THE RESCUE

Equipment: First-aid equipment for each patrol

Procedure: Two Scouts from each patrol go to one side of the room. One of them is the message sender, and the other is the "victim." They are given a signal flag and a message describing the symptoms of an accident victim. The rest of the patrol members, the rescuers, assemble on the opposite side of the room with a supply of first-aid equipment. The sender relays the message to the others in his patrol. On receipt of the message, they select and assemble the first-aid equipment they will need for the symptoms described. They carry only this material over to the sender and the victim, who is then treated by the rescuers. No talking is permitted between the sender, the victim, and the rescuers.

Scoring: Score on speed and accuracy of treatment. Deduct for first-aid supplies carried across but not needed. Deduct for any first-aid equipment that was needed but left behind.

SEALED ORDERS

Equipment: Pencil and two sheets of paper

Procedure: Divide the troop into two teams. Each team chooses a captain. The two teams assemble to await orders. Give the captain of each team a folded slip of paper with his team's orders written on it. The captain returns to his team, looks at the orders, and, without moving the team, determines the strategy to be used in carrying out the orders. On signal, both teams attempt to carry out their orders. The orders given to the two teams contradict so that they work against each other. For example, one message might read, "Leave the room," and the other might read, "Don't let anyone leave the room." Establish a one-minute time limit for each action.

Scoring: For each team, give 1 point for every player who accomplished his assignment, and, for every player who failed, 1 point goes to the opposing team.

Active
Fitness
Patrol teams

SHALLOW-WATER GAMES

Bull in the Ring. Scouts in waist-deep water form a circle by joining hands. One Scout in the center is the "bull." On signal, the bull attempts to break out of the ring in any manner he desires.

Balloon Ball. Divide the Scouts into two equal teams. One team, standing in shallow water, gathers around to protect an inflated balloon. The other team lines up along the shore. On signal, the attacking team moves from the shore and tries to burst the balloon. Each team has three minutes to burst the balloon. The team that bursts it in the shortest time wins.

Water Poison. Have the Scouts stand in a circle in shallow water with their hands clasped. In the center is a floating object, which is "poison." On signal, each Scout tries to pull another Scout into the poison but must avoid touching it himself. Anyone who touches the poison is eliminated. Any two players who let go of their grip are both out.

Aquatics
Patrol representatives
Various

SHIPS IN THE FOG

The patrol members are blindfolded in single file with their hands on each other's shoulders at some distance from their patrol leader, who is not blindfolded. By shouting orders, he tries to pilot his patrol through the "harbor mouth" formed by two chairs. The first patrol through wins.

Game

SHIPWRECK

This game requires fast action and encourages group cooperation. Play it in a gym or on a large field.

Equipment: For each patrol, a ½-inch-thick plywood circle, 3 or 4 feet in diameter (the "ship")

Procedure: Rasp and sand any sharp edges and splinters on the ships (plywood circles) and give one to each patrol. The patrol members hold onto the sides as they run the length of the playing area until a leader yells "Shark!" At that instant, all of the patrol members jump onboard their ship.

Scoring: The first patrol with all members' feet off the ground earns 1 point. Repeat the game several times. The first patrol to reach the finish line earns 3 points.

SHOE HUNT

Each patrol can enter a team of four Scouts. Mark a 50-foot circle and a 10-foot circle in the center of it. At the start, all players remove their shoes, place them in the center circle, and go to the outer circle. They may not tie their shoes together.

The judges thoroughly mix the shoes in one large pile. On signal, all of the players rush to the center circle, search out their own shoes, put them on, lace them if necessary, and return to the outer circle. The winning team is the first one with all of its members standing shod and at attention around the outer circle.

Game
Patrol teams
Relay

SHOOT-THE-GAP

Procedure: Mark goal lines at each end of the playing area. One Scout is chosen guardian of the gap (the space between the goal lines). The other players are divided into two teams, one behind each goal line. The guardian is in the center of the gap and calls the name of a Scout on one team. That Scout immediately shouts the name of a Scout on the other team. These two players must then try to change goals without being tagged by the guardian. If the guardian tags one of them, he changes places with the tagged player and joins the team toward which the tagged player was running. The tagged Scout is the new guardian of the gap and starts the next round by calling out another name. If the guardian tends to keep calling the same name time after time, make a rule that after a Scout has run, he steps back from the goal line and cannot run again until all have participated.

Scoring: None—just for fun.

Fitness
Half-troop teams
Vigorous

SHORT-SPLICE TUG-OF-WAR

Equipment: For every two teams, one 4-foot and two 15-foot lengths of rope

Procedure: Divide the group into two teams, each with a 15-foot rope, facing each other in single lines. Mark a center line between the teams to indicate their separate territories. Place the 4-foot rope across this line, with the ends pointing toward the teams. On signal, both teams have four minutes to splice their long rope onto the short rope. On the second signal, the players take hold of their ropes and start pulling, trying to drag the opposing team across the center line. The rope may not be tied around players' waists, nor can players hold onto posts, trees, or other stationary objects.

Scoring: The first team to pull its opponents across the center line with its splice intact wins.

Game
Half-troop teams

SHUTTLE-RUN RELAY

Equipment: For each patrol, two blocks of wood about 2-by-2-by-4 inches

Procedure: Divide each patrol into two equal groups. Half of the patrol members line up in relay formation, facing the other half lined up the same way on a line 30 feet away. The two blocks of wood are placed at a line opposite the starting team's line. On signal, the first Scout from the starting team runs to the opposite line, picks up one block, returns to his starting line with it, and leaves it there. Then he runs back and does the same for the second block. As soon as he finishes, the first Scout from the other team runs across to the blocks, picks one up, and returns it to his team's line. Then he runs back and does the same with the second block. This back-and-forth delivery of blocks continues until all Scouts have run. If there are fewer than eight Scouts in a patrol, repeat the process until a total of eight block transfers have been made.

Scoring: The first patrol to complete eight transfers wins.

Fitness
Vigorous

SIGNAL STEAL-THE-BACON

Equipment: A buzzer or signal flag for each team, a neckerchief (the "bacon")

Procedure: Half-troop teams line up in facing lines 15 feet apart. The bacon is placed halfway between the two lines. The captain of each team is at one end of his line with a signal flag or buzzer. Each Scout is assigned a letter. Both teams must use the same set of letters, so that each Scout on a team will share his letter with a Scout on the other team. Each captain signals a letter to his team. The two Scouts who share that letter run out to the center and try to steal the bacon. If a player is able to steal the bacon, he races back to his team with it. At the end of each round, the Scouts rotate so that they have a different letter each time.

Scoring: If a player makes it back to his team with the bacon and without being tagged by the opposing player, he scores 1 point. If he is tagged before reaching his

goal, 1 point goes to the other side. The team with the most points at the end of the game wins.

Game
Vigorous
Half-troop teams

SILENT SIGNALS

Procedure: The senior patrol leader gives 12 to 15 silent signals for formation and fieldwork, one after the other: parallel file formation, open columns, spread out, dismissal, etc. The patrols are to follow each signal as quickly as possible.

Scoring: The first patrol to get into a formation or to obey a field signal scores 10 points. Any patrol talking or moving with unnecessary noise loses 5 points.

Variation: Write the name of a silent signal on each of eight slips of paper (one set for each patrol to draw from). At the word, "Go," the patrol leader gives the signal he has drawn and his patrol obeys it. The assistant patrol leader gives the next signal, and so on until eight signals have been given and followed.

Game
Patrol teams
Quiet

SILVER DOLLAR HUNT

Equipment: For each player, one orienteering compass, one "silver dollar" (a 3-inch cardboard circle covered with aluminum foil), one card with distances and directions such as "50 steps at [X] degrees (X being less than 120 degrees); 50 steps at [X + 120] degrees; 50 steps at [X + 240] degrees"

Procedure: Scatter the players throughout a field of fairly tall grass. Place a silver dollar at the feet of each Scout. On signal, each Scout sets his compass for the direction indicated on his card and walks the specified distance. The same is done for the second and third bearings. When he is done, the silver dollar should be at his feet (or at least within his immediate sight).

Scoring: The patrol with the most Scouts winding up within seven steps of their silver dollars (5 percent error) wins.

Game
Patrol teams
Informal

SILVER TONGUE ORATOR

The challenge of this game is to let Scouts see how long each one of them can talk intelligently on a subject. You will need a stopwatch or a watch with a second hand. Appoint judges and a timekeeper, and have a box or stump for the speakers to stand on. Print each question on a flash card, boldly enough so that everyone in the audience will be able to see them. You might want to write a question to fit each Scout. Some sample questions follow:

- How do you live up to the Scout Law?
- Explain *loyal.*
- When did you do your last Good Turn?
- What was the best meal you ever cooked?
- How do you make a stretcher?
- Define *friendly.*
- What is your favorite merit badge?
- Where was your favorite campout?
- How do you act cool?
- Who was Baden-Powell?

SKIN-DIVING CONTEST

Equipment: Plastic saucers or small plates

Procedure: The patrols line up on a dock or at the side of a pool. The game leader throws a number of saucers into the water. The Scouts dive in and retrieve the saucers, bringing them back to their starting point. Repeat the game three times.

Scoring: The patrol that retrieves the most saucers wins.

SKIN-THE-SNAKE

The players are lined up in single file with their feet apart. Each player leans over, reaches back between his legs with his right hand, and grasps the left hand of the player behind him. On signal, the last player in line lies down on his back, putting his feet between the feet of the player in front of him. The line of players walks backward, each of them straddling the body of the player behind him. The players immediately lie down when they have no one else to straddle. When finished, all are lying on their backs. The last player to lie down rises to his feet and strides forward up the line, the rest following as fast as their turn comes. A team that breaks its grasp is disqualified.

Game

SLAPJACK

Procedure: Contestant 1 places his open palms down on the upturned palms of contestant 2, who then tries to pull one hand, or both, away quickly and slap the back of his opponent's hands. When he fails, the opponents change hand positions and contestant 1 takes his turn.

Scoring: The first contestant to make a given number of slaps is the winner, or the most slaps in a given length of time wins.

Game
Informal
Patrol representatives

SLEEPING PIRATE

Equipment: Two blocks of wood or matchboxes (the "treasure")

Procedure: A blindfolded Scout from one patrol becomes the "sleeping pirate" and sits on a chair in the middle of the playing area. At his feet is the treasure that he is defending. The Scouts form a wide circle around the pirate. On signal, they try to sneak in and pick up the treasure without being caught. The sleeping pirate catches Scouts who have made noise by pointing at them. If a Scout is pointed at, he must go back and start from the beginning. Each player has two tries. Only one block (or matchbox) can be captured at a time.

Scoring: Score 10 points for each treasure successfully captured.

Note: Use two pirates seated back to back, and more blocks, if the group is large.

Game
Patrol corners
Patrol teams

SLOPPY CAMP

Equipment: A simple camp setup (tent and fireplace) with many things wrong—ax on the ground, glass jar in the fireplace, poorly set tent pegs, wrong knots on guylines, etc., and personal items such as two blankets and one sleeping bag in the tent, two neckerchiefs of different colors draped over a guyline, two Scout shirts with different troop identification and name tags, etc.

Procedure: The patrols study the camp for five minutes without talking. The Scouts are permitted to touch what they see, but must replace items exactly as they found them. Each patrol then huddles to come up with a list of wrong things.

Scoring: The patrol with the best list of "incorrect" items wins.

Scoring variation: When a patrol turns in its list, it gets a card with questions such as these: "How many boys camped in the sloppy camp?" "To what troops and patrols did they belong?" "What were their names?" (according to the items used).

Game
Informal
Patrol teams

SNAKE RACE

Equipment: Eight staves and seven lashing cords for each patrol

Procedure: The patrols line up in relay formation and place the staves in line between their feet. On signal, the patrol members lash the staves together into a long "snake" with single shear lashings. When secure, the snake is passed forward, then up and overhead to the rear, and down and forward between the feet to the original position.

Scoring: The first patrol to finish wins.

SPIES IN THE WOODS

Equipment: Several blank sheets of paper; one pencil for each player; a notebook or piece of paper (the "black book") for each spy

Procedure: Post the sheets of paper 2 or 3 feet from the ground on different trees and bushes. Two or three leaders become spies and roam about a given area in which the papers are posted. (The number of spies depends on the amount of space allotted to the game.) Each player tries to write his name on the different papers without being seen. The players may write their names only once on each paper. Of course, locating the papers is part of the game. If a spy sees a player within 15 feet of a paper, he writes the player's name in his "black book."

Scoring: The number of names in the spies' books is deducted from the number of signatures on the papers. The patrol with the best score wins.

Game
Informal
Troop against "It"

SPLIT-THE-MATCH RELAY

Equipment: A Scout ax and chopping block for each patrol; a wooden matchstick for each Scout

Procedure: The patrols line up in relay formation with a chopping block and an ax in front of each. On signal, the first Scout in each patrol walks up to the chopping block, places his matchstick (head up) on the chopping

block, and takes three strokes with the ax to split the match. When he has taken three strokes (or fewer if he splits the match sooner), he walks back to his patrol and tags the next Scout in line, who repeats the procedure. This continues until all patrol members have had three strokes.

Scoring: The patrol that splits the most matches wins. This is not a race.

Caution: Exercise safety precautions in the handling of axes and matches.

Game
Parallel file
Patrol teams

SPOON RACE

Equipment: One tablespoon and one egg or table-tennis ball for each patrol

Procedure: The players line up in chest-deep water (the beginners' area at the waterfront is good). One by one, each player places the tablespoon handle in his mouth, puts the egg or table-tennis ball in the spoon, and swims to a finish line about 15 yards away. If the spoon is dropped or the egg falls off, the player must surface-dive and recover his equipment before continuing the race. The spoon cannot be steadied or touched by the player's hands once the race has started.

Scoring: Score 50 points for the first patrol to finish, 25 for the second, and 10 for the third.

Variation: Swim the sidestroke and hand-carry the spoon. Usually, players must be better swimmers for this method.

Active
Fitness
Patrol teams

SPORTS TRUE-FALSE STEAL-THE-BACON

Equipment: Two rags—one red, one green (the "bacon")

Procedure: This is a variation of "Steal-the-Bacon" with two exceptions: first, two "slabs" of bacon are used, each a different color; second, before calling a number, the leader makes a statement about sports. If the statement is true, the players should try to steal the green bacon; if false, the red one.

Scoring: Award 1 point for stealing the appropriate bacon or tagging an opponent who tries to steal it. Deduct 2 points for stealing the wrong bacon or for chasing an opponent who is trying to steal the wrong bacon.

Active
Game
Half-troop teams

SPUD

Equipment: A soft rubber ball

Procedure: Have the Scouts scatter around the playing area. One Scout goes to the center with the ball. The game starts when he drops the ball and calls the name of a Scout. That Scout retrieves the ball and calls "Halt!" All other players must freeze. The Scout with the ball tries to hit one of them. The targeted Scout may duck and dodge, but he may not move his feet. If he is hit, a "spud" is scored against him; the other players scatter; he retrieves the ball, calls "Halt!" and throws at another player. If a thrower misses, a spud is scored against him.

Scoring: The Scout with the fewest spuds scored against him at the end of a specified time is the winner.

Outdoor

STANDING LONG-JUMP RELAY

Procedure: The patrols line up behind a starting line on the ground. The first patrol member jumps, using the standing long-jump method with feet together. The second patrol member then jumps from the closest mark made by the first Scout (that is, from where his heels or hands touched the ground nearest the starting line), and so on until all players have jumped.

Scoring: The patrol that jumps the farthest total distance wins.

Active
Fitness
Individual

STAR HUNT

Equipment: Flashlight with a strong focusing beam

Procedure: On a clear night, the patrols gather around a leader who knows the major constellations. He shines the light at a constellation. Each patrol quickly huddles to come up with the name of the constellation, then gives its patrol yell and announces the constellation's name.

Scoring: Award 1 point for each constellation correctly identified.

STEAL-THE-BACON VARIATIONS

BLINDFOLD STEAL-THE-BACON

Equipment: Three neckerchiefs (two for blindfolds and one for the "bacon")

Procedure: Two equal-size teams line up facing each other about 20 feet apart. Each team counts off with the same set of numbers so that each boy will share his number with a boy on the other team. The bacon is placed midway between the teams. The leader calls out a number. The two boys who share that number are blindfolded, spun around three times, then headed toward the bacon, with their respective teammates shouting directions. The two blindfolded boys also try to tag each other in order to be the first to get the bacon.

Scoring: The first player to bring home the bacon without being tagged by his opponent scores 1 point for his team. If a player is tagged by his opponent while touching the bacon or bringing it back, the opponent's team scores 1 point.

HORSE-AND-RIDER STEAL-THE-BACON

Equipment: One neckerchief (the "bacon")

Procedure: Two teams line up facing each other, and count off, as above. The leader calls out two numbers. The two smaller boys of the four whose numbers were called jump on the backs of the other two, who then gallop for the bacon.

Scoring: Same as above. If a "horse" touches the bacon, the opposite team scores 1 point.

Fitness
Patrol teams
Vigorous

STEP ON IT

Equipment: For each patrol, three large building blocks or three 8-inch lengths of 2-by-4

Procedure: Lay out a course about 25 feet long. The patrols line up in relay formation behind the starting line. Give the first player in each patrol the three blocks. On signal, he puts two blocks on the ground and stands on them. He then puts down the third block and steps forward on it, picks up the vacated block, and moves it ahead. In this fashion, he proceeds to the finish line, where he picks up all three blocks and runs back to his patrol and tags the next player. If a Scout steps on the ground at any time, he must return to the starting line and begin again.

Scoring: The first patrol to finish wins.

Active
Game
Patrol teams

STICK FIGHT

Equipment: One Scout stave per pair of players

Procedure: The players are paired off, facing each other with their feet planted in a wide, firm stance. They grip the stick firmly with both hands, each with his left hand covered by his opponent's right hand. On signal, each tries to get the stick to touch the ground on his right side by pushing down with his right hand and pulling up with his left.

Scoring: The player who succeeds in two out of three tries is the winner.

Variation: **Stick Twist.** The players face one another and stand about a yard apart, gripping the stick in a manner similar to that in "Stick Fight," with the exception that they hold the stick at eye level or higher. The object is to bring the staff straight down without bending the wrist or elbows or having the stick twist while holding it.

Fitness
Whole troop

STIFF

Equipment: Two blocks of wood small enough to hold in the hands

Procedure: The leader has two blocks of wood. The Scouts move about at will within a specified area. The leader stands where he can observe all action. When he claps the two blocks of wood together loudly, all Scouts freeze. If any Scout moves, the leader shouts his name and immediately the rest of the Scouts catch the guilty party. The leader is in complete control and, as soon as the offender is caught, he strikes the blocks together, again requiring all action to cease and Scouts to freeze. The leader again looks for movement and shouts out the name of any Scout he sees moving. If the leader doesn't detect any movement, he says "Mill around," which permits the Scouts to move at random around the meeting place until he strikes the blocks together again.

Game

STRETCHER RELAY

Equipment: Two staves, one sturdy blanket, and one inflated balloon for each patrol

Procedure: This is not a speed relay. The patrols line up in relay formation, with two "victims" in front of each. On signal, two members of each patrol run up with the blanket and two staves, make a stretcher, and put one victim on it. When the stretcher carriers are ready to lift the stretcher, the junior leader (or judge) places the inflated balloon on the victim. The carriers take the victim to the starting line without letting the balloon fall off. The victim may not hold onto the balloon. (The balloon is to ensure care rather than speed.) At the starting line, the carriers lift the victim off, and two other Scouts run up to make a stretcher for transporting the second victim.

Scoring: The patrol that most carefully transports both victims (without letting the balloon fall off) to the starting line wins.

Active
Game
Patrol teams
Relay

STRING-BURNING RACE

Equipment: For each patrol, two 2-foot sticks, two 3-foot lengths of twine, two matches

Procedure: Before the race, each patrol pushes the two sticks into the ground, 24 inches apart. They tie one length of twine between the sticks, 12 inches off the ground, and the other one 18 inches off the ground. Then, each patrol gathers native tinder and firewood. On signal, two representatives selected by each patrol build a fire lay (not higher than the lower string) and light it. After being lit, the fire must not be touched, nor can more wood be added.

Scoring: The team whose fire burns through the top string first wins.

Game
Informal
Patrol teams

THE STRUGGLE

Procedure: Two Scouts face each other about a yard apart. A goal line is marked 5 to 10 feet behind each Scout. They stretch their arms forward, lock fingers with each other, lean forward until their chests touch, and push chest to chest.

Scoring: The Scout who pushes his opponent over the goal line wins.

Active
Fitness
Patrol teams

SUBMARINES AND MINEFIELDS

Procedure: Half of the troop's patrols are in extended line formation with their feet apart and are blindfolded. They are the "mines." The other patrols are the "submarines." At the signal, "Subs," those boys try to crawl between the feet of the mines without touching them. If a mine hears a sub, he "blows it up" by touching him with one hand. The patrols change positions when all subs have crawled through or have been blown up.

Scoring: Score 2 points for each sub getting through the mines. The mines receive 2 points for each sub blown up. Deduct 2 points from a team's score for each missed blow made at a sub.

Variation: The mines get in line formation with outstretched hands. The subs try to get around the legs or arms of the mines without being blown up.

Game
Individual
Single line

SUBWAY

Divide the group into thirds. Set two rows of chairs facing each other about 5 feet apart, as in a subway. There should be enough chairs for only two-thirds of the group. The remaining one-third, the "straphangers," remain standing in the aisle between the two rows. As the "conductor" (senior patrol leader) calls out a stop (use names of cities in your area), everyone seated must switch sides. The straphangers take this opportunity to try to get a seat. The first player to get his behind on a chair wins the seat. Those without a seat become straphangers.

After a couple of stops, the conductor yells "City Hall. Everyone off!" All the players must exit one end of the subway, circle, reenter the opposite end, and find a seat.

After a complete loop from City Hall to the terminal, the "express" is run. Start the whole process over, slowly at first, but pick up speed, spending less time at each stop.

SWAT 'EM, OR WHIPPED-TO-THE-GAP

Equipment: Newspaper rolled up into a swatter

Procedure: The troop forms a circle, with all players facing inward, hands behind their back. The first game leader walks quietly around the circle and secretly places the newspaper swatter in the hands of a player, who starts swatting the player to his right with it. He continues swatting at the victim, chasing him as he runs around the outside of the circle and back to his place in the ring. The player with the swatter continues around the circle (his place in the ring has been taken by the first leader) and hands the swatter to another player. Continue the game as long as desired.

Note: If the troop is large, use two or three swatters.

Confusion
Game
Whole troop

SWIMMING RACES

25-Yard Swim. The racers (one from each patrol) line up. On signal, they jump into the water and swim 25 yards to the goal. Continue until all have raced.

Patrol Swim Relay. The patrols line up in relay formation on the dock. The first Scout swims to a float and back to tag the second Scout, and so on.

Shirt Rescue. The Scouts pair off. One Scout swims out 30 feet, and remains there to be rescued. The rescuer jumps into the water with a shirt in his mouth, swims out, throws one end of the shirt to the victim, and pulls him to shore.

Hands-up Race. The Scouts line up in the water. On signal, they swim a designated distance with both hands above the water, using only their legs and feet for propulsion. The first Scout over the line wins.

Initiative Race. The Scouts race back and forth between two points a certain number of times, using a different stroke each time: crawl stroke, breaststroke, backstroke, sidestroke, and so on.

Towel Race. The Scouts race between two points, each holding a dry towel in one uplifted hand. The towel must be dry at the finish.

Ball Race. Each Scout carries a table-tennis ball between his knees. If he loses it while swimming or running in the water, he must replace it before continuing.

Aquatics
Half-troop teams
Various

TAGS

Cross Tag. "It" must continue chasing the same Scout until catching him, or until another Scout crosses between them, in which case It must catch the Scout who crossed.

Ankle Tag. To escape being tagged, players must grasp another Scout by the ankle. The Scout whose ankle is grasped, however, is liable to be tagged unless he has hold of someone else's ankle. The playing area must be small enough to make the game feasible.

Chain Tag. The first Scout tagged by "It" joins hands with him, and as each additional Scout is tagged he is added to the chain. The playing area must be limited so all can finally be caught.

Skunk Tag. Each player holds his nose with one hand, and holds up one foot with the other. A player can only be tagged if he lets go with either hand.

Game

TAKE THE MAT

Two opposing teams line up the same distance from a mat or a 25-square-foot area marked on the ground. On signal, they rush for the mat and try to place as many players on it as possible. At the end of one minute, a whistle is blown and the team with the most players on the mat wins. Opponents can be pulled, pushed, or thrown, but clothing may not be grasped.

Facing lines
Nature
Patrol teams

TAUT-LINE HITCH RACE

Equipment: A rope ring around a tree; tent stakes hammered in the ground around the tree in a circle; for each player, a rope of sufficient length to reach from the rope ring to a tent stake for tying a taut-line hitch

Procedure: All ropes are lying with their ends slack on the ground. The Scouts line up next to the tent stakes. On signal, each Scout grasps a rope end and ties a taut-line hitch. When all Scouts in the patrol have finished, the patrol gives its yell.

Scoring: The first patrol to yell, with all hitches tied correctly, wins.

Knots
Patrol teams

TENDERFOOT RELAY

Equipment: Flash cards, each printed with one instruction (such as "Give the Scout sign," "Give the Scout salute," or "Recite a point of the Scout Law," etc.)

Procedure: The patrols line up in relay formation. On signal, the first Scout in each patrol runs to the far end of the room and does an about-face. The senior patrol leader is facing this Scout, but has his back to the rest of the troop. He shows a flash card. The Scout performs or answers according to the instructions on the card, then runs back to tag the next Scout, and so on until all Scouts have run.

Scoring: Award 1 point for each correct answer. The patrol with the highest number of points wins.

TENT-PITCHING CONTEST

Equipment: For each half-patrol team, one two-person tent, poles, pegs, and guylines, properly packed; one or two mallets

Procedure: The teams line up across from their equipment. On signal, each team erects their tent. When completed, the guylines must be taut with the knots correctly tied, the tent sides smooth, the pegs properly placed, and the tent door closed.

Scoring: The first patrol finished gets 100 points, the second gets 80 points, and the third gets 60 points. Deduct 5 points for every incorrectly tied knot or any other fault.

TENT-STRIKING CONTEST

Equipment: Same as for "Tent-Pitching Contest" (except mallets)

Procedure: The tent is already pitched. Each team must take down the tent, fold it, and tie it up neatly. The pegs are to be pulled out of the ground and placed beside the folded tent. Judge for correctness and teamwork.

THREE-LEGGED FOOTBALL

Equipment: A neckerchief for each pair of Scouts, four chairs, a ball

Procedure: At each end of the meeting room, place two chairs about 5 feet apart to serve as goals. Organize the Scouts into two teams. The Scouts in each team pair up, their inside legs tied together with a neckerchief. One pair in each team acts as the goaltenders. Place the ball in the center of the playing area, with both teams taking position in front of their goals. On signal, each team tries to kick the ball through the goal of its opponents, using their untied legs only. After a team has scored, the ball is placed in the center and the game is started over.

Scoring: The team with the most goals scored after five minutes of play wins.

Game
Patrol teams

THREE-PERSON TUG-OF-WAR

Equipment: A 12-foot rope at least ¼ inch in diameter, three neckerchiefs or hats

Procedure: Tie the ends of the rope together and arrange it in the shape of a triangle on the playing field. Place a neckerchief or hat about 6 feet from every corner on the outside of the triangle. A Scout from each patrol grasps the rope at one corner with his left hand. On signal, each Scout tries to pick up the neckerchief with his right hand.

Scoring: Give 10 points for each Scout who gets a neckerchief. Add the total points of winners in each patrol to determine the winning patrol.

Variation: Each of three teams is lined up along a side of the rope triangle. The players take hold of the rope and, on signal, start pulling. The rope may not be tied around the waists of players, nor can the players hold onto posts, trees, or any stationary objects. The first team to pull or drag its opponents across a designated line wins.

Game
Patrol teams
Relay

THURMAN THROW

Equipment: For each patrol, a Scout stave or broomstick handle

Procedure: The patrols line up in relay formation, with the patrol leader of each holding the stave about 5 feet in front of them. On signal, he tosses the stave to the first Scout in line, who tosses it back to him and ducks down. The patrol leader then tosses the stave to the second Scout, who catches it, tosses it back, ducks down, and so on through the line. The last Scout in line catches and tosses twice, and then it's tossed to each Scout back down the line. Each Scout remains standing after this toss and catch.

Scoring: The first patrol with all players standing wins.

TIGER IN A CAGE

Procedure: Mark a large circle on the ground or floor to represent the "cage." One player is chosen to be the "tiger," who must stay inside the cage. The other players run in and out of the cage as they please, tormenting the tiger so he will try to tag them. The tiger may tag them only when they are in the cage; he cannot leave it or reach outside it to tag them. When a player is tagged inside the cage, he becomes the tiger and the former tiger joins the group of tormentors.

Scoring: None—just for fun.

Variation: Choose two tigers to share the cage at the same time. This increases the chances of tormentors being tagged.

Active
Fitness
Patrol teams

TIRE-ROLL RELAY

Equipment: For each patrol, a tire and seven stakes

Procedure: Lay out a course with the stakes. The Scouts line up in relay formation, facing the course. The first Scout in each patrol rolls his tire through the course, around a single end marker, and back through the course to the starting line. The next Scout in line repeats the process, and so on until the tire has been rolled through the course eight times. (Some patrol members might have to run the course more than once.)

Scoring: The first patrol to complete eight trips through the course from start to finish wins.

Patrol teams

TORPEDO

Equipment: Beanbags, knotted neckerchiefs, boxing gloves, or other soft objects for throwing; six blindfolds

Procedure: Six Scouts are selected to be "submarines." They are blindfolded and seated in two facing rows about 10 feet apart. Each submarine is provided with several soft objects to throw, "the torpedoes." The other Scouts, the "ships," try to pass through the submarine-infested water, but they must make a noise resembling a ship's motor as they go. The blindfolded submarines take aim by sound and launch their torpedoes, trying to hit one of the ships going through the line. If a ship is hit, he changes places with the submarine that hit him and the game continues.

Scoring: None—just for fun.

Fitness
Half-troop teams
Vigorous

TRAIL SIGNS

Equipment: Two sets of 3-by-5 index cards for each patrol (each of the first set bearing a drawing of a trail sign; each of the second set with the definition of one of the trail signs)

Procedure: The patrols line up in relay formation. The two sets of cards are placed about 25 feet in front of each patrol. The cards with the pictured trail signs are placed facedown; the cards with the definitions are spread out faceup. On signal, the first Scout from each patrol runs to his set of cards and draws one of the facedown cards. He places it on the correct definition card, runs back, and tags the next Scout. Continue until all cards are matched.

Scoring: The first patrol to correctly match all cards wins.

Game
Patrol teams
Quiet

TRAIN CHASE

Procedure: The game starts with one player designated as "It," who tries to tag the other players. A tagged player joins It by clasping his hands around Its waist. The two then try to catch two more players until there is a "train" of four players hooked up. When this happens, the train splits into two pairs to do the chasing. This continues with each pair capturing and adding members, then splitting as soon as it becomes a train of four. The game ends when one player is left uncaught.

Scoring: The uncaught player is the winner and becomes It to start the next round.

Fitness
Pairs

TREE HUNT

The patrols are given 10 minutes (on a hike or in camp) to gather one leaf from as many different trees as they can find. The leaves are arranged on the ground or on a blanket. The patrol must try to identify each leaf, write the name of the tree it came from on a slip of paper, then place each written identification next to its leaf. The patrol that correctly identifies the most leaves wins.

Nature

TRIPOD LASHING

Equipment: For each patrol, three 8-foot spars (staves or saplings), one 8-foot length of lashing rope, and one 6-foot length of rope for suspension

Procedure: On signal, the patrol members lash the three spars into a tripod, using the tripod lashing shown in the *Boy Scout Handbook.* When finished, they set up the tripod, tie a bowline knot in one end of the short rope, and place the bowline loop over the top of the tripod. Then they tie a bowline knot in the free end—high enough that the loop cannot touch the ground. One Scout steps up into the bowline loop and stands there, holding his balance by hanging onto the line coming down from the top of the tripod.

Scoring: The first patrol with a Scout standing in the bowline loop with the tripod supporting his weight wins.

Knots
Parallel file
Patrol teams

TUG-OF-WAR

Equipment: One rope at least 25 feet long

Procedure: Two teams line up single file, facing each other. The players take hold of the rope, and, on signal, start pulling. The rope may not be tied around the waist of any player, nor can any player hold onto posts, trees, or any stationary objects.

Scoring: The first team to pull or drag its opponents across a designated line wins.

Variation: The teams are given pieces of rope 3 to 4 feet long. They tie the ropes together with sheet bends. The leader ties the opposing teams' ropes together and calls "Go!" This method is not only a test of strength, but also serves as a fine test of the patrol's knot-tying ability. If the team captain gets his players to "heave" together, the team will have success even against superior strength.

Half-troop teams
Various

TUG-OF-WAR STEAL-THE-BACON

Equipment: A tire or stave (the "bacon")

Procedure: Two equal-size teams line up facing each other. The players are numbered such that each player shares a number with one player on the opposing team. Place a tire or stave in the center between the two lines. The leader shouts out a number. The Scouts who share that number run out, grab the tire or stave, and try to pull it back over to their side.

Scoring: Score 1 point for the team that wins each bout.

Game

TWIG HUNT

Equipment: A variety of 10 to 15 twigs

Procedure: The troop gathers around the game leader, who shows the twigs one at a time, identifying each (or not if you wish). The patrols are then sent out to gather a similar set of twigs.

Scoring: The first patrol to return with a complete set wins.

Variation 1: **Leaf Hunt.** As part of an instruction period on identifying trees by their leaves, the leader shows the patrols a set of leaves. The patrols then go out to collect twigs of the same trees from which those leaves came.

Variation 2: **Restricted Twig Hunt.** Within a restricted area, the patrols collect as many different twigs as they can find. Give 1 point for each twig that is correctly identified. Deduct 1 point for each error.

Cooking
Patrol teams
Quiet

TWO-PERSON SQUARE-KNOT TYING

Equipment: A 50-foot rope for each patrol

Procedure: Two Scouts grasp the rope ends and, without letting go, join the rope ends with a square knot. Other Scouts can help with advice only.

Informal
Knots
Patrol teams

WALKING STATUES

Two half-troop (or patrol) teams start from opposite ends of a room or field, advancing on a leader who stands halfway between them. A team can advance only while the leader is facing the opposite way. He turns around at will, whereupon everyone he faces must freeze. If he detects the slightest movement, the guilty party is sent back to the starting line to begin again. This continues until a player reaches the center and touches the leader, thus winning for his team and becoming the next leader.

Patrol teams

WALL STREET

Equipment: Two identical decks of playing cards

Procedure: This game works best if you have at least four patrols. Shuffle the two decks of cards together and deal them into equal stacks, one stack for each patrol. Before giving the stacks of cards to the patrol leaders, instruct the troop that they are to try to get a complete suit (hearts, diamonds, spades, or clubs) of cards (ace through king) by trading cards with the other patrols. Step back and watch the flurry of trading and bartering. (Watch for rules being broken or bent. This could be an opportunity to teach a Scouting ideal with the Scoutmaster's Minute at the close of the meeting.)

Scoring: The first patrol to collect a complete suit wins.

WASTEBASKET

Equipment: A wastebasket, a ball

Procedure: Form the patrols in one large circle, facing the center. Place the wastebasket in the center of the circle. Starting clockwise, each Scout tries to throw the ball into the basket.

Scoring: Each successful throw by a Scout scores 1 point for his patrol. The first patrol to reach 15 points wins.

WATER BASKETBALL

Equipment: A large basket with the bottom cut out, a rubber ball

Procedure: Fasten the basket at an end of a swimming pool or a boat landing. Divide the troop into two teams of swimmers. The players must try to throw the ball into the basket as in regular basketball. Limit the game to five minutes.

Scoring: Each basket earns 2 points. The team with the highest score wins.

WATER DODGEBALL

Equipment: A rubber ball

Procedure: Divide the troop into two teams. One team forms a circle around the other team in waist-deep water. The outside team tries to hit the members of the inside team with the ball. A player hit by the ball is out of the game. After a given time the teams switch positions.

Scoring: The team that stays inside the circle the longest wins.

Aquatics
Patrol teams

WATER GAMES FOR NONSWIMMERS

Ping-Pong Race. The Scouts line up at the starting point in waist-deep water, each with a table-tennis ball floating in front of him. On signal, each Scout blows his ball to shore.

Ocean Race. Each Scout sits in an inflated inner tube at the starting line. The water should be waist deep. On signal, each Scout paddles with his hands toward shore, which is the finish line.

Backward Race. The Scouts line up parallel to the shore in waist-deep water. On signal, they run backward to shore.

Horse and Rider. The Scouts form buddy teams with one as the "horse" and one as the "rider" (piggyback) in knee-deep water. Each team tries to unseat the other teams. The last horse and rider in the game win.

Candy Hunt. Wrap pieces of hard candy in aluminum foil and scatter them in shallow water. Have the Scouts try to find them within a given time.

Aquatics
Patrol teams
Various

WET-WEATHER FIRE BUILDING

Run as a normal fire-building contest, but first dunk all of the wood for 10 seconds in a bucket of water. A variation to add fun is sprinkling the Scouts intermittently with a garden hose to simulate rain. The first patrol to successfully build and sustain a fire wins.

WHAT DO I FEEL?

Equipment: Fifteen to 20 articles (marble, coin, pocketknife, hammer, etc.); paper and pencil for each patrol; a blindfold for each Scout

Procedure: Have the patrols form a circle, face inward, and put on the blindfolds. The leader hands the various articles, one by one, to a Scout in the circle. He feels each article and passes it on to the next in line. The second Scout feels the article and passes it on. This is continued until all items have made a complete circle. Remove the blindfolds and have the patrols write down the items in the order in which they were passed.

Scoring: Give 10 points for each correct answer. The patrol with the highest score wins.

Note: Instead of a circle, tell the patrol to form a line, standing or sitting on a log, without blindfolds, and pass the items behind their backs. The game leader

feeds the items to the first Scout, and receives them from the last Scout.

Game
Informal
Patrol teams

WHAT DO I SMELL?

Equipment: Several paper bags, each holding a different-smelling article (licorice, onion half, coffee, orange peels, cinnamon, etc.); paper and pencil for each patrol; blindfolds

Procedure: Place the bags about 2 feet apart on a table or bench. On signal, each Scout (blindfolded) walks down the line and sniffs each bag for 5 seconds. When all members of each patrol have passed by, the patrols huddle and write down the names of the different articles they smelled.

Scoring: Give 10 points for each correct answer.

Note: Instead of bags, use 35-millimeter film containers with the tops punctured, and fill them with cotton balls soaked in different-smelling liquids. Or, put different-smelling articles into cups and tape foil covers over them; punch holes in the covers with a fork. The Scouts sit at a table, passing and smelling the items.

Game
Informal
Patrol teams

WHAT HAPPENED?

Prepare a tracking pit by digging up and raking smooth an area about 10 by 15 feet. Then stage a simple tracking scenario to be observed and deduced.

The Good Turn. A blind man with a cane walks into the tracking pit. A Scout joins him, takes his arm, and leads him out.

Table Carry. Four men carry a picnic table (with benches attached) into the tracking pit. They stop, set the table down, rest on the benches, stand, pick up the table, and carry it off.

Tired Scout. A Scout stumbles into the pit, tries to climb out, gives up, and sits down. Another Scout enters, picks him up, and carries him off.

The patrols study the tracks for five minutes, huddle, and then present their deduction verbally. The game leader does not indicate right or wrong, but rakes the pit and calls in the original track makers to repeat their actions. (Be sure to restore the pit area to its original condition.)

Informal
Patrol teams

WHAT'S COOKING?

Equipment: Paper and pencil for each patrol

Procedure: The patrols gather in patrol corners. The game leader gives a short talk about cooking on an overnight hike. Then each patrol plans a workable menu for the overnighter, including breakfast, lunch, and dinner.

Scoring: Have the troop leaders judge the best menu on the following points: cost of food, ease of preparation, and balanced diet. The patrol with the best menu wins.

WHAT'S WRONG?

Procedure: The game leader reads preparation instructions for two or three hike menus, making several errors in the contents of meals and the manner of preparing them. The patrols go to patrol corners and make a list of the errors and the proper ways to prepare these meals.

Scoring: The patrol with the most correct answers wins.

Informal hike
Nature
Patrol teams

WHEELBARROW RELAY

Procedure: Establish a starting line and, 20 feet away, a turning line. The patrols line up in relay formation at the starting line. On signal, the first Scout from each patrol places his hands on the floor and the second Scout grasps his ankles and lifts his legs. In this position, they travel to the turning line, with the first player traveling on his hands. On reaching the turning line, they reverse positions and return, tagging the second pair of Scouts, who follow the same procedure. Continue the relay until all patrol members have competed.

Scoring: The patrol to finish first wins.

Game
Parallel file
Patrol teams

WHIP-THE-ROPE

Equipment: An unwhipped lashing rope and whipping cord for each Scout

Procedure: The patrols line up in relay formation. The ropes are placed at a turning line in front of the patrols. A leader is assigned to each patrol. On signal, the first Scout in each line runs to the turning line, picks up a rope, whips both ends, then runs back to tag the second Scout, and so on until all have run.

Scoring: Award 5 points for the first patrol to finish, 4 points for the second, 3 for the third, etc. The leaders inspect the whippings. Deduct 1 point for each whipping that slips off the rope when pulled.

Variation: **Splice-the-Rope.** Same as above, but each Scout puts one end splice on the rope. Score as above for time, then score 1 to 5 additional points for neatness.

Game
Informal
Patrol teams

WHO AM I?

Equipment: For each player, a card or piece of paper at least 2 inches square, each printed with a famous name (can be those of real people or of comic characters—Dick Tracy, Joe Lewis, Queen of England, Columbus, Harry S. Truman, etc.)

Procedure: Each player has a name card pinned on his back, but does not know what the name is. The players circulate and ask yes-or-no questions such as "Am I alive?" and "Am I an American?" Only two questions can be asked of one person. When a player learns his identity, he may stop or get another name and start over.

Game
Patrol teams
Relay

WINTER CONSTELLATIONS QUIZ

Equipment: None, if the night sky is clear; if overcast, a winter constellations display as described below

Procedure: Give the patrols three minutes to study the "Evening Skies" charts for winter months, found in the *Fieldbook.* Then, if the night is clear, take the patrols outside, one by one, and ask them to point out as many constellations as they can find. (Have another activity scheduled for the patrols inside.)

If the night is overcast, use five or more homemade projectors for your winter constellations display: Make patterns of the constellations on 2 ½-inch paper circles, marking the stars' positions with a pen or dark pencil. Tape each pattern on the bottom of a soup can. Use a small nail to punch a tiny hole at each star's position in the constellation. (Ensure that the holes are punched so that the projected constellations are realistic.) Shine a flashlight through the open end. Have each patrol write down the identifications.

Scoring: The patrol with the most correct identifications wins.

Nature
Patrol teams
Quiet

CEREMONIES

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CEREMONIES

Immediate recognition is a powerful incentive of the BSA's advancement program. A Scout should receive his new badge of rank as soon as possible after his achievement has been certified by a board of review. A simple ceremony at the conclusion of a troop meeting or during a campout is ideal, with the Scoutmaster making the award presentation.

In addition, a troop should hold a court of honor every three months—a formal recognition with families, friends, and the public invited. All Scouts who have moved up a rank, except the Eagle Scout rank, or who have earned merit badges since the last court of honor should be recognized.

A special Eagle Scout court of honor should be held after an Eagle Scout board of review has certified that a Scout has completed all the requirements for that rank. The Scout and his family should be involved in the planning of the ceremony. It is the responsibility of the troop committee chairperson or the advancement committee chairperson to plan the ceremony and oversee the program, along with other members of the troop committee. See chapter 10 in the *Scoutmaster Handbook* for more details on planning a court of honor.

BOY SCOUT INVESTITURE CEREMONIES

INVESTITURE CEREMONY 1

The notable thing about this investiture is its simplicity. There are many more elaborate, more impressive ceremonies, but they can be unsuccessful. Many fail because a Scout forgets his lines or the staging is too complicated. Note how this ceremony is kept simple and natural, yet impressive from beginning to end.

(The troop is lined up along two sides of the room, troop officers are at the front of the room, parents are seated. The patrol leader accompanies the candidate to the shadowy room. Only one candle is burning.)

Patrol leader *(replying to the Scoutmaster's challenge)*: I bring candidate _____*(name)*_____, who has completed his Scout work and is ready to be received into the fellowship of our troop. *(The two walk together across the room and stop in front of a table holding a rough log candelabra. The patrol leader steps back a pace and the candidate stands there, his eyes gradually adjusting to the dim light, aware that there are Scouts on either side and his parents and others in the darkness behind him. But his eyes are on the Scoutmaster and troop leaders who face him across the burning candle's glow.)*

Patrol leader *(steps from his position behind the table, picks up the lighted candle, and speaks directly to the candidate)*: This candle represents the spirit of Scouting. As we welcome you into the fellowship of Troop _____*(No.)*_____, we want you to stop and think about what it means to be a Boy Scout.

Sure, it's a lot of fun, but more than that it's getting along with other people. It's doing your part, helping others all the time, learning to lead, too. It's living up to the Scout Oath and Law—and believe me, that's a man's job! It's a Good Turn daily and the motto Be Prepared. That's what the spirit of Scouting means to us in Troop _____*(No.)*_____. Now, listen to the Scout Law. *(The patrol leader hands the burning candle to a Scout, who steps up to the table.)*

Boy Scout *(lights the first candle on the log and turns toward the candidate)*: _____*(Name)*_____, a Scout is trustworthy. That means everybody you live and work with can always trust your word. *(The Scout hands the spirit of Scouting candle to the Scout next to him, and that boy lights the second candle, turns toward the candidate, and speaks simply but impressively about the meaning of loyalty. So it continues, through the 12 points of the Scout Law. Each Scout says only one or two sincere, forceful sentences. There should be none of the groping for words that so often spoils ceremonies. The 12th Scout returns the candle to the senior patrol leader.)*

Patrol leader: _____*(Name)*_____, you have heard the Scout Law. Will you do your best to live up to it?

Candidate *(his face glowing in the light of 12 burning candles)*: I will.

Patrol leader: You will now be given the Scout Oath by our Scoutmaster, _____*(name)*_____. Please raise your right hand in the Scout sign.

Scoutmaster: Repeat each part of the Scout Oath with me, _____*(name)*_____, because it's your oath, your promise to live the life of a Scout. On my honor . . . . *(The candidate joins in. As they recite the Oath, the Scoutmaster lights the three candles that represent the three parts.)*

(The candidate is asked to face the audience. The Scoutmaster steps forward, pins the badge on the candidate's shirt, and, in a few words, tells what it means to be a member of the Boy Scouts of America. The assistant Scoutmaster then puts a new troop neckerchief around the candidate's neck and says a word about what is expected of him as a member of Troop _____(No.)_____ *—the best troop in town!*

That is the cue for the patrol leader to pin a patrol medallion on the new Boy Scout's right sleeve and to tell him that the _____(name)_____ *Patrol—the best patrol in Troop* _____(No.)_____ *—is glad to have him as a member. Then the patrol leader takes the new Boy Scout by the arm to where the other Scouts are standing in line. They shake hands and everything is informal.)*

Nothing is memorized. A little equipment, a properly set stage, and a few Scouts and leaders speaking from the heart are all that's needed to make this an evening the new Boy Scout will remember for a long, long time.

INVESTITURE CEREMONY 2

(The troop is assembled in a horseshoe formation with the Scoutmaster and assistant Scoutmaster in the opening. The candidate and his patrol leader stand just inside the formation, opposite the Scoutmaster. The assistant Scoutmaster holds the staff and hat of the candidate. When ordered to come forward by the Scoutmaster, the patrol leader brings the candidate to the center.)

Scoutmaster: Do you know what your honor is?

Candidate: Yes. It means that I can be trusted to be truthful and honest *(or words to that effect).*

Scoutmaster: Do you know the Scout Law?

Candidate: Yes.

Scoutmaster: Can I trust you, on your honor, to do your best to live up to the Scout Promise? *(The candidate makes the Scout sign, and so does the entire troop while he gives the Scout Promise.)*

I trust you, on your honor, to keep this promise. You are now one of the great world brotherhood of Scouts. *(The assistant Scoutmaster places the hat on the new Scout's head and gives him his staff. With his left hand, the Scoutmaster shakes the candidate's left hand. The new Boy Scout about-faces and salutes the troop. The troop salutes.)* March quickly to your patrol. *(The troop shoulders staves, and the new Boy Scout and his patrol leader march back to their patrol.)*

INSTALLATION CEREMONIES

Ceremonies of this nature have a variety of applications. Such ceremonies add a touch of formality or "officialness" to the occasion. They add importance to the offices and elements of troops.

It is important to tailor the ceremony to the specific event.

PATROL LEADER INSTALLATION 1

The troop forms a circle of its patrols. The Scoutmaster speaks a few words about the importance of good patrol leadership and announces the appointment of the new patrol leader of the _____*(name)*_____ Patrol.

The new patrol leader is called forward. He places his left hand on the pole of the troop flag, above that of the Scoutmaster, salutes, and gives the patrol leader's promise: "I promise to do my best to be worthy of my office as patrol leader, for the sake of my fellow Scouts, my patrol, my troop, and the world brotherhood of Scouting."

The Scoutmaster pins the patrol leader's badge on the boy's left sleeve and presents him with a copy of the *Patrol Leader Handbook.* The youngest member of the patrol steps forward and gives him the patrol flag.

The troop gives a cheer for the new patrol leader, who steps back to his patrol where he is congratulated by his fellow Scouts.

PATROL LEADER INSTALLATION 2

Scoutmaster: You have been selected to serve as a patrol leader because of your work in the troop. You have been trained by the officers of the troop to help you conduct patrol meetings so that your Scouts will benefit from your Scouting experience. Your work has been done well. I know this troop will serve its members better because you are one of the patrol leaders. You are not paid for this service, but the satisfaction of seeing Scouts grow into strong, upright men will be far greater than any other reward could be. You will now recite the patrol leader's promise.

Patrol leader: I promise to do my best to be worthy of my office as patrol leader, for the sake of my fellow Scouts, my patrol, my troop, and the world brotherhood of Scouting.

Scoutmaster: It is now my pleasant duty to present you with your badge of office and your patrol flag. These signify that you are a leader of Scouts in this troop. The success of the patrol is now in your hands. I know that I can depend on you to do your part.

OPENING CEREMONIES

SCOUT LAW OPENINGS

1. The Scout Law can be used as 12 separate ceremonies. One ceremony could be devoted to the first point, with a reading of the explanation, as in the following example:

Troop: A Scout is trustworthy.

Leader: A Scout tells the truth. He keeps his promises. . . .

Eleven meetings later, the subject of the ceremony would be "A Scout is reverent."

2. The Scout Law is recited by all new Scouts.
3. The newest Scout and the oldest Scout lead the troop in reciting the Scout Law.
4. One point of the Scout Law is assigned to each of 12 boys. Each boy, in turn, takes a step forward, salutes, recites his point of the Law, and steps back in line.

SCOUT OATH OPENINGS

1. Call the troop to attention. All Scouts give the Scout sign and recite together the Scout Oath and Law.
2. After saying the Scout Oath, read the points of the Scout Law with the Scouts repeating each point, as below:

   Scoutmaster: A Scout is trustworthy.

   Scouts: A Scout is trustworthy.

   Continue through all 12 points of the Scout Law.

UNITED STATES FLAG OPENINGS

1. The troop is in single-rank formation. The flag is carried to the front; the patrol leader of the honor guard patrol leads the troop in the Pledge of Allegiance: "I pledge allegiance to the flag of the United States of America and to the republic for which it stands, one nation under God, indivisible, with liberty and justice for all."
2. The troop is formed by patrols in two lines facing each other. The flag is marched up the aisle between the lines, with the Scouts saluting. The flag bearers halt at the head of the lines and march about, whereupon the troop gives the Pledge of Allegiance.
3. The troop is in a horseshoe formation with the flag in the center. Each Scout in turn steps forward one step, salutes, and steps back—or all salute together.
4. The troop is in single-rank formation. Bring the Scouts to attention and turn out all lights except a single spot or flashlight focused on the flag. A Scout from the color guard patrol recites (doesn't sing) the first verse of "The Star-Spangled Banner." The troop then sings the verse and the lights are turned on.
5. The troop, in line, faces a wall where a small pulley or ring with a flag line is fastened. The troop comes to attention. The flag is slowly hoisted while the bugler plays "America," "God Bless America," or "America the Beautiful."
6. In your words, explain the meaning of the Pledge of Allegiance. Then call the troop to attention and give the Pledge of Allegiance.
7. Call the troop to attention. Say, "Hand salute!" and give the Pledge of Allegiance followed by the Scout sign and the Scout Oath. Pause after each part and, in your own words, give the meaning of it.
8. Call the troop to attention. Salute the flag. Recite the Pledge of Allegiance.

TROOP FLAG OPENINGS

1. Salute the troop flag. Give the troop yell or sing the special troop song.
2. The Scouts salute the troop flag and repeat after the senior patrol leader the troop's special pledge, such as: "As a member of Troop _____*(No.)*_____, I pledge that I shall always strive to be a good member of my patrol. I will take part in all troop activities, advance in Scoutcraft, and act as a Scout at all times."
3. Form the patrols as spokes of a wheel, with the troop flag in the center. The patrol leaders hold onto the flagpole with the left hand. Behind them, their Scouts place their hands on the shoulder of the boy in front of them. The troop sings an appropriate Scout song, such as "Hail, Hail Scouting Spirit" or "Trail the Eagle."

PATRIOTIC OPENINGS

There are many different kinds of patriotic ceremonies. A single patriotic ceremony, no matter how good, is bound to lose some of its meaning after endless repetition, so be sure to use a variety.

1. **Scout 1** *(lighting a red candle)*: The red of my flag is the lifeblood of brave men ready to die or worthily live for this, our country.

   Scout 2 *(lighting a white candle)*: The white of my flag is for purity; cleanliness of purpose, thought, word, and deed.

   Scout 3 *(lighting a blue candle)*: The blue of my flag is for truth and justice, like the eternal blue of the star-filled heavens.

Scout 4 *(while saluting with the other three Scouts)*: My flag—the flag of America, home of liberty, land of opportunity, where people of all races and creeds live in peace and friendship together.

2. The troop salutes the flag, gives the Pledge of Allegiance, then sings a verse of any of several patriotic songs.

3. A narrator reads from the writings of authors and poets who have helped us to understand what it means to love our country.

SPECIAL OPENING CEREMONY

(The equipment includes a small table covered with a dark cloth, a simple candelabra with 12 candles to represent the 12 points of the Scout Law, three larger candles to represent the three parts of the Scout Oath, and a small one representing the spirit of Scouting. Twelve Scouts are assigned to take part. They line up, six on either side of the candelabra, facing the audience, odd numbers on the right, even numbers on the left. The senior patrol leader stands directly behind the table. When all is ready, the lights are turned out.)

Senior patrol leader *(lights the small candle representing the spirit of Scouting)*: I now light this candle which represents the spirit of Scouting. On my honor I will do my best. . . . *(He hands the spirit of Scouting candle to the Scout designated to give the first point of the Scout Law.)*

First Scout *(lights the first candle on the right-hand side, makes the Scout sign, and recites the first point of the Scout Law)*: A Scout is trustworthy. *(The first Scout steps back and hands the candle to the second Scout, who recites the second point. This continues until all 12 points have been recited. The senior patrol leader calls the entire troop to attention and, with the spirit of Scouting candle, lights the three candles representing the three parts of the Scout Oath, and returns the spirit of Scouting candle to its place in the candelabra.)*

Troop *(reciting in unison each promise of the Scout Oath as the candles are lit)*: On my honor . . . .

This ceremony, though simple, is extremely effective when done well.

Variation: As each main point of the Scout Law is given, an offstage voice (a good reader) reads the explanatory part of that point in full. He or she will need a flashlight, as this ceremony is given in darkness.

CLOSING CEREMONIES

1. Close the meeting with the lights dimmed and the troop singing "Taps," unaccompanied or led by a muffled bugle (or two bugles, one giving the call, the other the echo effect). Each boy slowly raises his outstretched hands in front of him during the first two lines (". . . from the sky . . ."), then lowers them as the song is being sung.

2. The troop is in formation. Lead the Scout benediction: "Now may the great Scoutmaster . . ." (all make a gesture toward the heavens) ". . . of all Scouts . . ." *(all make a sweeping motion from right to left at shoulder height)* ". . . be with us until we meet again." *(All bring their right hands to their hearts, and bow their heads.)*

3. The troop forms a circle. Have each boy make the Scout sign and with his left hand grasp the lifted right wrist of his neighbor on the left. Then they recite the Scout Law or troop pledge.

4. Finish with the All America Yell ("A-M-E-R-I-C-A, Boy SCOUTS, BOY Scouts, B-S-A!"), followed by a Skyrocket Applause ("Ssss," the hiss of the rising rocket; the bursting, "Boom!"; the soft exclamation as it spreads, "Ahhh"; and the terrific boy-satisfying yell, "Scout!").

5. Retire the flag with proper camp ceremony using a bugle. If there is no bugle, whistle "To the Colors" and "Retreat."

6. Have one round of patrol yells, then the troop yell. The Scoutmaster says, "Good night to you." The Scouts respond, "Good night to you, sir (ma'am)."

7. The troop forms a brotherhood circle, arms around each other's shoulders. The song leader leads the troop in the "Scout Vespers" song or a similar good-night song. When the song has ended, the Scouts leave the room in silence.

8. The troop forms a circle. Each Scout crosses his arms in front of him and grasps his neighbors' hands. They all sing "Auld Lang Syne," swaying softly in rhythm.

9. The troop is lined up. The Scoutmaster says, "Be prepared." All Scouts respond in unison, "We are prepared!"

10. All make the Scout sign and recite together the Scout Oath or Promise.

11. All Scouts hum "Taps" while one boy says the Scout Oath or Promise.

12. The bugler plays "Taps" while one Scout says the Scout Oath or Promise, stating each phrase after the bugler plays a phrase from "Taps."

13. While the Scouts sing "God Bless America" very softly, the appointed leader recites slowly and clearly the Scout Oath, as outlined below. (This could also be used as an opening ceremony.)

    Leader: On my honor I will do my best . . .

    Scouts *(singing)*: God Bless America, land that I love . . .

    Leader: To do my duty to God and my country . . .

    Scouts (singing): Stand beside her and guide her . . .

    Leader: And to obey the Scout Law . . .

    Scouts *(singing)*: Through the night with the light from above . . .

    Leader: To help other people at all times . . .

    Scouts *(singing)*: From the mountains . . .

    Leader: To keep myself physically strong, mentally awake, and morally straight.

    Scouts *(singing)*: To the prairies, to the oceans white with foam . . .

    All: God bless America, my home sweet home. God bless America, my home sweet home!

14. If a flag ceremony was used in the opening, it is appropriate to retire the flag as a closing ceremony. Scouts could whistle the bugle call, "To the Colors," as the flag is retired.

COURTS OF HONOR

POINTS TO CONSIDER

1. Conduct courts of honor frequently—once every two to three months. Do not make a Scout wait four months to receive his award.

2. Planning is the key to successful courts of honor. Write out your plan, then have key members rehearse their parts.

3. Refer to and use the checklist on pages 100–101.

4. Be prepared—have an agenda or program for the boys and the adults who will be presenting the award. Rehearse as needed, in the actual setting. If scripts are required, make sure they are given out well in advance of the court.

SAMPLE AGENDA

The agenda provided here should be used as a guide. Variety is one key to success for courts of honor. Develop your own ideas, and don't forget to get the boys' opinions and consult the parents as well.

- The Scouts enter carrying the troop and patrol flags.
- The court of honor members enter.
- The color guard enters carrying the colors. The Scouts and audience members stand at attention.
- The parents and audience members join the Scouts in reciting the Pledge of Allegiance.
- An appropriate opening ceremony is presented.
- The chairperson convenes the court of honor.
- The court chairperson calls on members of the court to make awards presentations.
- Special program features are presented—Scout demonstrations, a brief address, or singing.
- Retire the colors.
- Close. The court of honor may close with the troop's regular closing ceremony.

TENDERFOOT RANK CEREMONY

The chairperson asks the senior patrol leader to call the names of the new Tenderfoot Scouts. As he calls the names, two Scouts place a large Tenderfoot badge cutout on the wall. This should be placed so that the spotlight, when trained on the Scout receiving the award, will cast his shadow on the badge.

The Scouts who have been called line up at one side of the room or stage. The member of the court of honor who is presenting the Tenderfoot Scout badges steps forward and makes a few appropriate remarks about this rank. The Scoutmaster calls the name of the first Scout to be recognized. He steps forward onto the box or raised platform. The house lights go out and the spotlight comes on. This is a great moment for this Scout. Every eye is on him as he faces the audience.

The senior patrol leader or scribe helps the Scoutmaster who makes the presentations by having the badges handy. The Scoutmaster pins the Tenderfoot badge on the left pocket and gives the Scout handshake with the left hand. The Scout salutes, the Scoutmaster

returns the salute, and the Scout steps down and proceeds to the opposite side of the room or stage, where he stands at attention until all awards for this rank have been made. The house lights go on. The audience then gives a rousing round of applause.

Mothers of these Boy Scouts are now called to the stage, and each Scout presents his mother with the miniature Tenderfoot badge. Everyone applauds as mothers and Scouts return to their seats. This same procedure is repeated for other ranks, with the appropriate badge placed on the wall.

SECOND CLASS RANK CEREMONY

Leader: When the Indian boy prepared for manhood, he was required to go through a stern ordeal testing his worthiness and his fitness for a place among the braves of the tribe. If he passed through the ordeal successfully, he appeared before the chief at the council fire to receive the eagle feather of the brave. As the chief placed in his hands the weapons of his rank, he pledged the new brave to an oath—he bound the brave in honor never to use his weapons in any way that would bring discredit to his tribe or himself.

Just as the Indian youth went through his ordeal to prove himself, so you have fulfilled your Second Class rank requirements to prove yourself as someone who can care for himself in the outdoors. Just as the Indian youth pledged himself to his tribe, so should you pledge yourself to Scouting and maintain the Scout Oath and Law. In your growth toward becoming a Second Class Scout, do you feel that the Scout Oath and Law have become more meaningful to you personally?

Scout: I do.

Leader: This rank of Second Class represents to you the opportunities for service to others, as the weapons did to the Indian youth. We place no weapons in your hands, but the honor of all Scouting rests as surely on your shoulders. *(The leader presents the Second Class badge and congratulates the Scout and his parents.)*

Scoutmaster *(to the candidates)*: Once before, you stood before this court and became Tenderfoot Scouts. Time has passed since then. You have used that time well in pursuing Scout activities and knowledge. You are now qualified to assume the title and duties of Second Class Scout. I know that you will wear this Second Class badge as a shield with honor and distinction. To prove that you know the rules by which this award may be worn honorably, you will recite the Scout Law. Scout sign!

Candidates: A Scout is trustworthy. . . . *(They recite the Scout Law.)*

Scoutmaster: Please face the audience, _____ *(name)*_____. I present you with this badge. May you bring only credit and honor to it and to your troop.

FIRST CLASS RANK CEREMONY

The First Class rank represents a significant step in Scouting. It represents the "complete Scout." Special attention should be given to the Scout earning the award.

Leader: In the days of chivalry, after a squire had earned the right to carry the sword and shield, it was customary to retire to the privacy of the chapel on the evening before he was to be made a knight. There, surrounded by his weapons, he prayed that he might live worthy of the honor that was his, and that he might never bring disgrace on his knighthood, either in thought or in deed. Just as highly as the knights of old, we who are the Scouts of today value the distinction that is ours. As a First Class Scout, you have earned the right to demonstrate and abide by the code to which a true and mature Scout is forever bound, the Scout Oath and Law. Do you accept this greater responsibility of First Class Scout in the spirit of service of the knights of old?

Scout: I do.

Leader: In qualifying for First Class rank, you have advanced from Second Class to more skillful living in the outdoors for longer periods of time. In this experience, you have become a better camper, able to take care of yourself and others, as did the knights of old. As we present you with your First Class badge, I charge you to continue your development so that you may better serve your fellowmen in the spirit of chivalry. *(The leader presents the First Class badge and congratulates the Scout and his parents.)*

STAR RANK CEREMONY

Star Scout: Scouts _____ *(name)*_____, _____ *(name)*_____, and _____ *(name)*_____, you are no longer First Class Scouts. Whether or not you realize it, by meeting your Star Scout requirements, you have left the group of those who merely receive Scouting. Tonight you will join a smaller and more significant group—those whose duty and privilege it is to give Scouting to others. As you receive your Star Scout badge, it must be with full realization that you accept with that badge the giving of

leadership, guidance, and inspiration to younger Scouts. *(He turns to address the Scouter.)* These Scouts are prepared to take the service pledge with the Scout Oath.

Scouter: Fellow Scouts, you have left behind what may have been the receiving end of Scouting. Before you stretches a worthier, more mature, part of your Scouting experience—the giving part. The merit badge trail holds much for a Scout who is earnest and courageous. If you follow this trail far enough, the highest Scouting goal will be yours. Somewhere along the trail you will find manhood in its finest form. Are you willing to accept the responsibilities as well as the privileges that accompany the Star Scout rank?

Candidates: I am.

Scouter: Then retake the Scout Oath. As you utter the words, let your heart repeat a pledge of service to the Scouts who follow where you lead. Scouts, attention! Scout sign. Recite the Scout Oath.

Candidates: On my honor I will do my best. . . .

Scouter: Two! Your fellow Scouts congratulate you. You will now face our audience. *(The Scouter pins on the badges.)* The star I pin on you will always be a reminder of the star of service that will shine as a guide to lead you onward. *(The Scouter gives the Scout handshake to each.)* Congratulations.

LIFE RANK CEREMONY

Scoutmaster: Scout _____*(name)*_____, you have traveled far on the trail to Eagle. Before you, two lit candles shed their radiance on the heart-shaped Life Scout badge. I am proud of the effort you have put forth and of your accomplishments in Scouting. *(The Scoutmaster adds any personal details that apply.)* The heart shape of the badge is symbolic of life and courage. For you, now, the Scout Oath and the Scout Law will mean more than ever before. You will ever strive to make them the keynotes of your conduct. The spirit of helpfulness and alertness of mind, and the mastery of those Scout skills that make "Be Prepared" really mean something—these are the inner qualities of the Scout who wears the Life Scout badge.

This miniature badge is for your mother—in recognition of her love, comradeship, encouragement, and faith in you. Take it and pin it on her proudly! *(The Scout pins the badge on his mother's dress, then turns and faces the audience.)* Mr. _____*(Name)*_____, will you pin the Life Scout badge on your son's uniform? *(The badge is pinned.)* Attention! Scout salute! Two! Dismissed!

EAGLE SCOUT COURT OF HONOR

POINTS TO CONSIDER

Presentation of the rank may not be made until the Eagle Scout credentials have been received by the BSA local council.

Many elected officials will send a personal letter to the Eagle Scout, if the request allows them sufficient time. These include the president of the United States, members of Congress, state representatives, governors, mayors, etc. Request such letters using the proper format and address as soon after the board of review as possible. Be sure to provide the Eagle Scout's full name and the date of his court of honor.

The troop advancement chairperson and/or Scoutmaster should call a meeting of two or three unit committee members, the Eagle Scout's parents, and his senior patrol leader (provided he is not the Eagle Scout) to plan the complete program. By using the suggestions and outlines in this manual and delegating specific responsibilities to specific individuals, everything should go as planned. To avoid misunderstandings, be sure there is a written plan.

The troop committee should establish a standard of presentation items to be provided to the Eagle Scout at the court. This standard should apply to all Eagle Scouts on a continuing basis. Establish who should pay for certain items—the troop, mothers' club, Eagle Scout's parents, etc. Do not set precedents that will be an economic hardship for any family. Items to be considered might include the Eagle Scout ring, neckerchief, or belt buckle, as well as an Eagle-theme cake and refreshments.

Secure early commitments from members of the court and speakers. Send them a friendly reminder or a copy of the program about a week before the court of honor ceremony.

Invitations can be purchased at the local council service center, or a simple but distinctive form can be prepared by the unit or the parents on a photocopier. Whichever method is selected, it should be done soon after the court date is selected for early mailing.

The planner should assist the Eagle Scout's parents in composing a list of all persons who have helped the boy earn his Eagle Scout rank, including Cubmasters, Scoutmasters, fellow Scouts (past and present), parents' committees, sponsors, merit badge counselors, teachers, church members and leaders (past and present), community leaders, school pals, and the boy's relatives. No other event can win parents' support better than a good Eagle Scout court of honor.

EAGLE SCOUT COURT OF HONOR SAMPLE OUTLINE

Introduction	
Call to order	Troop committee chairperson
Invocation	Minister/priest/rabbi
Welcome	Scoutmaster
Introduction of honored guests	Committee chairperson
Presentation of the colors	Troop color guard
Pledge of Allegiance	Senior patrol leader
Court of honor opening	District/unit commissioner
Scout Law presentation	Two Eagle Scouts from troop

An Eagle Scout court of honor is always newsworthy, and newspapers usually like to have stories about the Eagle Scout recognition ceremony. Relaying news items to the media is important; a slip can damage the total impact of the recognition.

The ceremony should be held in an unusual setting so the event will be memorable for the boy and those attending. Suggested places could be around a campfire, aboard a naval vessel, in a church, a school auditorium, a courtroom or judge's chambers, or other place of dignity.

Selection of participants depends upon the place, unit preferences, and the type of ceremony. Generally the boy's parents, chartered organization representative, or Scoutmaster makes the presentation. It is preferable to have at least three people active in the presentation: one to give the charge, one to make the official presentation of the badge and credentials from the national office, and one to pin on the badge. Other Eagle Scouts of the unit or district or the unit senior patrol leader may take active roles in the ceremony or act as ushers, Eagle Scout badge pillow bearers, flag bearers, etc.

Printed programs add a touch of class to an Eagle Scout court of honor. Again, these needn't be expensive; a duplicated, typed copy will be acceptable. (Eagle Scout program covers are available from the local council service center.)

TRAIL OF THE EAGLE

Review the Eagle Scout candidate's Scouting history, from induction to the Eagle Scout rank, stressing his growth in the ideals of Scouting. As this is being read, the candidate walks from the back of the room to the front where he is to receive his Eagle Scout badge.

Somewhere along the "trail," it's a good idea for the Eagle Scout candidate to rededicate himself by repeating the Scout Oath.

THE EAGLE SCOUT AWARD

Pledge of the Eagle	District executive or other adult who is an Eagle Scout
Presentation of the award	Scoutmaster, parents, etc.
Challenge and charge to the Eagle Scout	Impressive Scouter or other guest speaker holding Eagle Scout rank
The Eagle Scout's response	Short speech by new Eagle Scout
Court of honor closing	Commissioner
Benediction	Minister/priest/rabbi
Retiring of the colors	Troop color guard
Reception and refreshments	

VOICE OF THE EAGLE CEREMONY

Voice of the Eagle (VOE) ceremonies are popular nationwide. Each unit seems to have its own version or adaptation.

Senior patrol leader: Please stand for the presentation of colors. Advance the colors.

Color guard leader: *(He comes forward and lets the color guard reach its position, then addresses the audience.)* Please join us in the Pledge of Allegiance. Scouts, salute. *(The troop flag is dipped. The color guard leader leads the Pledge of Allegiance.)* Two! Post the colors. Color guard, retreat. *(They return to their seats.)* The audience may be seated. *(The leader returns to his seat.)*

Senior patrol leader: I would like to welcome you to the Troop _____*(No.)*_____ Eagle Scout court of honor. It is my pleasure to introduce _____*(name)*_____, who is chairperson of this court of honor. *(The senior patrol leader returns to his seat.)*

Chairperson: I would like to invite all Eagle Scouts, including adults, to stand at this time. *(Pause.)* Thank you; you may be seated. It is my pleasure to introduce _____*(name)*_____, who will lead us in our invocation.

Narrator: *(The VOE narrator remains out of sight, using a microphone or sound system.)* Will Eagle

Scout candidate(s) _____*(name[s])*_____, please come forward? This is the voice of the Eagle, the Eagle whose heights you have struggled hard to reach. We remember well when you first came to the base of the cliff, and how you looked up with ambition and determination. Look back for a moment; look down the cliff you have climbed; look at the experiences you have encountered in your ascent. These experiences should not be forgotten. You should profit by making sure adverse experiences do not occur again. Experience is a valuable teacher, if you heed its teachings.

We remember when you took your first step upon the trail that leads upward. With that first step you began to grow physically, mentally, and morally. You started living the Scout Oath and Law.

All the while you were on the trail, we watched you study and we saw you learn by doing. Upon joining, you were only a Scout. *(A Scout steps out and takes his designated place on the stage.)* At that time, you began working hard on your requirements to reach the Tenderfoot rank, the first ledge on the trail to Eagle. Before long, your brother Scouts were calling you a Tenderfoot, and they were right. You were indeed a Tenderfoot Scout. *(A Tenderfoot Scout steps out and takes his place next to the first Scout.)*

Soon you reached the second ledge, and there you were greeted by a large group of Second Class Scouts. *(A Second Class Scout steps out and joins the Scout and Tenderfoot Scout.)*

Some, like you, stopped to catch their breath before continuing along the trail. You began to study more, you worked harder, and almost before you knew it you came to another ledge—the ledge where the First Class Scouts dwell. *(A First Class Scout steps out and takes his place.)*

There you found a tempting green meadow by a crystal-clear stream bathed in the sun. There you were tempted to remain. Yes, you could have remained there to live the First Class Scout glory, but your ambition spurred you on. We remember your advancement to Star Scout. *(A Star Scout steps out and takes his place.)*

The trail from First Class to Star rank was not as difficult as it had seemed. This spurred you on, and again you climbed higher. The trail was steeper and less worn. Fewer Scouts seemed to be headed in your direction. You looked down and saw the crowds below you. You looked up and saw a few above you and, with the same determination with which you started your climb, you continued up the trail. Soon, you earned the badge of Life rank. *(A Life Scout steps out and takes his place.)*

The heart badge was then placed on your uniform. You will never forget your thoughts at that moment. This feeling has been experienced by all Scouts on reaching the ledge of Life Scout: "Now I am close to the Eagle. I will carry on." The trail became tougher, but more interesting. The original principles—the Scout Oath and Law—now had a fuller meaning. Your understanding of them was deeper.

Yes, we have watched your character unfold and become more manly. We have watched your leadership expand into a valuable asset. We have watched your mind develop and your wisdom increase. We have watched all these things in you, and now that you are at the threshold of your goal we welcome you, for you have done your climbing in a true Scoutlike manner.

This is the voice of the Eagle. *(The chairperson steps forward. The Scouts are seated.)*

Chairperson: The presentation of the Eagle Scout badge is an important and serious event, the climax and the goal for which a Scout works many years, an occasion for pride and joy, a time for serious contemplation. It is the culmination of efforts of the various leaders of this (these) Scout(s). The Eagle Scout Award is the highest and most coveted rank in Scouting; the last major step in the advancement program. Fewer than 4 percent of all Scouts in the United States reach the Eagle Scout rank. At this point, we trust you have achieved our purpose in the building of character, training of leadership, and the practice of serving.

The requirements for the Eagle Scout rank are as follows:

1. Be active in your troop and patrol for at least six months as a Life Scout.
2. Demonstrate Scout spirit by living the Scout Oath and Law in your everyday life.
3. Earn 21 merit badges, including the 12 that are required—First Aid, Citizenship in the Community, Citizenship in the Nation, Citizenship in the World, Communications, Personal Fitness, Emergency Preparedness or Lifesaving, Environmental Science, Personal Management, Swimming or Hiking or Cycling, Camping, and Family Life.
4. Serve actively in an approved position of responsibility for a period of six months after becoming a Life Scout.
5. Plan, develop, and lead others in carrying out a service project worthy of an Eagle Scout.
6. Take part in a Scoutmaster conference.
7. Appear before a board of review of prominent persons, and satisfy them that you have done your best to understand and live up to the Scout Oath and Law and, in all ways, qualify for the Eagle Scout Award.

Careful examination has been made by the court as to the qualifications of this (these) applicant(s) for the Eagle Scout Award.

_____*(Name)*_____, proficiency in the various crafts and skills prescribed for the Eagle Scout rank has been checked, and the records of merit badges earned by the Scout(s) have been approved and certified by the counselors appointed by the court. The Scout(s) has (have) qualified on the basis of merit badge achievement. Eagle Scout candidate _____ *(name)*_____ has earned ____*(No.)*____ merit badges. *(The chairperson includes others as applicable.)*

_____*(Name)*_____, the applicant(s) has (have) demonstrated his (their) capacity and willingness to exert leadership in activities that are constructive and worthwhile in this community. The record has been checked in troop leadership, school affairs, and in other fields of work and service. He (they) has (have) demonstrated loyalty and duty to God and country. We believe that he (they) is (are) qualified to receive the rank of Eagle Scout.

_____*(Name)*_____, the following is a résumé of _____*(name)*_____'s personal and Scouting history *(The chairperson reads the résumé, and others' names and résumés as applicable.)*

Narrator: This is the voice of the Eagle. I speak for the Eagle Scouts of this council. We challenge this (these) Scout(s) to accept the responsibilities as well as the honor of the Eagle Scout Award. These responsibilities are as follows: An Eagle Scout is to live with honor. His honor is sacred; it is the foundation of all character. An Eagle Scout will live so that he reflects credit upon his home, church, school, friends, and self. May the white of your badge remind you to live with honor.

An Eagle Scout is to be loyal. "To thine own self be true, and it must follow, as the night the day, thou canst not then be false to any man." Neither pain nor profit, pride nor personal loss shall sway his loyalty. The blue on your badge is the emblem of loyalty.

An Eagle Scout is to be courageous. Courage gives all character force and strength. With trust in God and faith in his fellowman, he faces each day unafraid and seeks his share of the world's work to do. Let the red of your badge remind you of courage.

Finally, an Eagle Scout is service oriented. Extend a helping hand to those who toil along the Scouting trail you have completed, just as others have aided you. The daily Good Turn must take on a new meaning and better the life pattern of service. Protect and defend the weak and helpless; comfort the unfortunate and oppressed. Uphold the rights of others as well as your own. Remember, real leadership is founded upon real service.

Chairperson: In recognition of these obligations, I ask you to reaffirm the Scout Oath or Promise. *(He [they] give the Scout Oath.)* Will Mr. (Ms.) _____ *(name)*_____ come forward as a representative of the National Council, Boy Scouts of America, and administer the Eagle Scout pledge? *(He or she reads the National Council letter.)*

Chairperson: Eagle Scout applicant(s), please escort your parents to the front. Fellow Eagle Scout(s), we now proclaim to all the world your accomplishments. The symbol of your success is the Eagle Scout badge and neckerchief, which will now be presented to your parents by_____*(name)*_____. Your parents will, in turn, pin the badge over your heart and place the neckerchief around your neck. *(The badge[s] is [are] presented.)* Eagle Scout(s), in recognition of the wisdom and guidance given to you by your father(s), please present to him this Eagle tie bar, which he will be proud to wear in your honor. *(Pause.)* And now, also in recognition of the many hours of patient guidance given by her in your efforts, will you pin the Eagle mother's pin over your mother's heart? *(Pause.)* Eagle Scout(s), please escort your parents back to their seats, then return to the front.

Now, Eagle Scout(s)_____*(name[s])*_____, please advance your name on our board to the Eagle Scout rank. *(Pause.)* As you see *(holding up the Eagle Scout plaque),* your name(s) has (have) been placed on our permanent Eagle Scout plaque for all time.

Chairperson: I would like to read the following letters. *(He or she reads any congratulatory letters, etc.)* I now have the honor to present to you this gift *(if any)* from Troop ____*(No.)*____ in recognition of your outstanding service to this troop and of becoming an Eagle Scout. I would like to introduce_____*(name)*_____, who will now give the Eagle Scout charge.

Speaker:_____*(Name)*_____, I have the honor of giving you the Eagle Scout charge on the occasion of your elevation to the highest rank in Scouting.

(The speaker may use his or her own text of the Eagle Scout charge, if desired): The Boy Scouts of all nations constitute one of the most meaningful and significant movements in the world's history, and you have been counted worthy of high rank in its membership. All who know you rejoice in your achievement. Your position, as you well know, is one of honor and responsibility. You are (a) marked men (man). As (an) Eagle Scout(s), you have assumed a solemn obligation to do your duty to God, to country, to fellow Scouts, and to humanity. This is a great undertaking. As you live up to your obligations, you bring honor to yourself

(yourselves) and your brother Scouts. When you fail, you bring down by so much the good name of all true and worthy Scouts.

Your responsibility goes beyond your fellow Scouts. It extends to your country and to God. America has many good things to give you and your children after you, but these good things depend, for the most part, on the character and leadership abilities of the nation's citizens. You are to help America in all that is needed most. Your country has a great past; you are here to help make the future even greater.

I charge you to undertake your citizenship with a solemn dedication. Be a leader, but lead only toward the best. Lift up every task you do and every office you hold, to the highest level of service to God and your fellow citizens. So live and serve, that those who know you will be inspired to the finest living. We have too many who use their strength and their knowledge to exploit others and to gain selfish ends. I charge you to be among those who dedicate their skills and abilities to the common good.

Build America on the solid foundation of clean living, honest work, unselfish citizenship, and reverence for God, and whatever others may do, you will leave behind a record of which every Scout may be proud.

Chairperson: *(He or she gives closing remarks as desired, followed by a benediction.)* You are invited to remain for the reception for Eagle Scout(s) _____ _____*(name[s])*_____, following our benediction by _____*(name)*_____. *(The benediction is given.)* This Eagle Scout court of honor stands adjourned.

SCOUT OATH EAGLE CEREMONY

This ceremony is based on the Scout Oath and relates each phrase to the ranks required to attain the Eagle Scout rank. It can be used with the sample outline provided earlier, with the exception that the Scout Law ceremony has been incorporated into the "trail" rather than occurring separately.

The ceremony can be taped ahead of time, with background music added where appropriate. For most troops it is simpler to present it "live" with the speakers hidden from the audience but where they can be heard well (using a microphone if necessary). All speakers should be boy or adult Eagle Scouts. If few are available, speakers can double up on parts, though some effectiveness will be lost. As given here, the script requires two adult and three older-boy Eagle Scouts.

Use a patrol as a guard of honor for each Eagle Scout candidate (in addition to the Eagle Scout's escort) at the end of the "trail" ceremony, with the patrol leader reading the Eagle Scout's biography. (The purpose of this is to allow more troop participation in the Eagle Scout court of honor.)

Master of ceremonies: Now we are proud to present our Eagle Scout candidates, _____*(names)*_____, who will be guided by their escorts to the base of the trail to Eagle. *(The candidates and escorts, who have been seated in the front row on either side of the center aisle, walk slowly to the rear of the auditorium, turn, and face the stage, with all escorts on the right side.)*

Adult 1: We who speak to you now are Eagle Scouts. We have earned the Eagle Scout badge. Now, back to the time when you first became Scouts.

Youth 1: The first thing we learned as new members of our troop was the Oath by which Scouts do their best to live. Although we easily learned to repeat the words, we soon found that living by the meaning of it presented us with a real challenge. To be a good citizen, to do the right thing, not for fear of punishment, but because we felt the obligation to live up to the best within ourselves, to keep our minds and bodies healthy—in all these things we have tried to do our best. So has each of you—and this is why you stand here tonight.

(The Eagle Scout candidates and escorts move to the Tenderfoot sign.)

Youth 2: On my honor, I will do my best . . . *(The first escort lights the Tenderfoot candle at the top of the sign.)*

Adult 2: Let us look at the phrase, "Scout's honor." When a Scout stands before his fellow Scouts and pledges, "On my honor, I will do my best," he should not take those words lightly. That phrase should help him focus on his personal integrity, so that his earnest desire to do his best is strengthened and reinforced.

Youth 3: As Tenderfoot Scouts we said to ourselves, "These are my rules. I believe in them and accept them." We became Scouts on the Eagle trail, taking a bearing on our future and moving toward honor. Behind us, on that same trail, came each of you. *(The Eagle Scout candidates and escorts move to the Second Class sign.)*

Youth 2: To do my duty to God and my country . . . *(The first escort lights the Second Class candle at the top of the sign.)*

Adult 1: And your duty to your country? There is an old Chinese saying that each generation builds a road for the next. The road has been well built for you. It is incumbent upon you to build your road even better for the next generation. We hope you will never be called upon to die for your country, but you will be expected, and America has every right to expect, that you live for it.

Youth 1: When we became Second Class Scouts, we began to develop an increasing awareness of the meaning of this part of the Scout Oath. We began to learn the importance of good citizenship, its privileges and, more importantly, its responsibilities. The time we spent hiking and camping with the troop made us more appreciative of the beautiful world God created for us. We began to see that doing our best to live as God and our country expected us to live not only made each of us a better person, but helped our fellow Scouts. As this awareness grew in each of us, it developed in each of you. *(The Eagle Scout candidates and escorts move to the First Class sign.)*

Youth 2: To obey the Scout Law . . . *(The first escort lights the First Class candle at the top of the sign.)*

Adult 1: Many times since you first became Scouts you have recited the 12 points of the Scout Law. When you were inducted as the newest members of the troop, you found these points impressive. Later, as you advanced in Scouting, you probably recited them at various ceremonies without always giving thought to the implications behind the words. Now, as you relive with us your progress in Scouting and in personal maturity, we would like you to hear them again. *(Conduct the Scout Law ceremony, using two Eagle Scouts or older boy leaders on stage. The Eagle Scout candidates and escorts remain in place.)*

Youth 3: As First Class Scouts, we tried to demonstrate the points of the Scout Law by the way we lived. We gained some understanding of these 12 goals of personal conduct, and we found that as we moved farther up the trail to Eagle, living up to these goals became increasingly demanding and rewarding. Just as we were challenged, so were you. *(The Eagle Scout candidates and escorts move to the Star sign.)*

Youth 2: To help other people at all times . . . *(The first escort lights the Star candle at the top of the sign.)*

Adult 2: This should remind you of the Scout slogan, "Do a Good Turn Daily." If we do something regularly, it becomes a habit. That is the aim of this part of the Scout Oath. Doing individual Good Turns and community service is an important part of Scouting.

Youth 1: To become Star Scouts and earn the next rank, the heart badge of Life, we were required to do community service work. Sometimes we worked under the leadership of an older Scout whose immediate goal was the Eagle Scout rank, but we also planned and carried out projects of our own. We became increasingly aware of the value of the work we did and the personal satisfaction we gained from making that work succeed.

Youth 3: As we served our community and assisted fellow Scouts, we also discovered something else—the importance of the example we set to those who watched us, who would later be more likely to accept such responsibilities in their turn because of our attitude and actions.

As we did our best to set the example, so has each of you. *(The Eagle Scout candidates and escorts move to the Life sign.)*

Youth 2: To keep myself physically strong, mentally awake, and morally straight.

Adult 1: When a Scout makes a pledge to keep himself physically strong, he does not think of bulging muscles, but of physical fitness in its most complete sense—fitness to be able to enjoy life to the fullest, fitness so that he can fulfill his finest possible role in life with confidence in his own abilities.

Adult 2: The phrase, "to keep myself mentally awake," sets a goal of mental health and vitality, initiative, and keenness of mind—an expanding concept that grows as a boy matures. The mentally awake person finds many pathways to growth. He thinks the people who stimulate him are curious, alert, and creative. He uses all the available resources to help him understand the world in which he lives and to which he hopes to contribute his share.

Adult 1: "To keep myself morally straight" means to keep clean in mind and body, whether you are alone or in a crowd. Many times you will be alone when the decision for right or wrong will rest solely on you, and it might test your honor and your strength. Such battles could be the most gallant of your life, for in them you will win without praise and lose without blame.

Youth 1: In many ways we found this part of the Scout Oath to be the most challenging of all. As Life Scouts in the leadership roles to which we were appointed or elected, we found that more was expected of us than ever before. It was assumed that as troop leaders we would accept responsibilities and see them through, and that we would set an example of physical, mental, and moral fitness for our fellow Scouts. We did our best to meet the challenge, and so has each of you.

Adult 1: Have you done—and been—all that you could have? Only you can answer that question, but because you stand here tonight we know that you have tried. *(Pause.)* On my honor I will do my best. . . .

Adult 2: You have nearly completed your journey, and there is one final thought we would like to share with you. *(Pause.)* The word "leadership" does not appear in the Scout Oath but is implied in every phrase.

Give thought now to your responsibility as leaders. A leader is a person who is going somewhere, but not alone. He takes others with him as he goes. Where will you lead those who follow you?

We challenge you to take pride in what you have learned so that through your leadership, as you move with purpose toward your goals, the principles of the Scout Oath become a living thing for those who follow.

Adult 1: And now, candidates, with those who have served as escorts on your journey, please turn and face your fellow Scouts. *(The Scout Eagle candidates and their escorts turn and face the audience. The Scoutmaster or assistant Scoutmaster rises and stands behind the candle log.)* Join in spirit with the thousands of young men who have attained the goal you have now achieved. Pledge yourselves once again to citizenship and service by reciting the Scout Oath. *(The Eagle Scout candidates and escorts give the Scout sign and recite the Scout Oath. The Scoutmaster or assistant Scoutmaster lights three candles at the appropriate time.)*

Adult 2: Those around you—your Scoutmaster, parents, and friends—have watched your character mature, your mind develop, and your leadership abilities expand into a valuable asset. This is a proud moment for each of you, but remember that the badge you are about to receive is not only yours, but ours. For what you do in the future reflects not only upon yourselves, but also upon your fellow Eagle Scouts. *(Pause.)* You have walked the Eagle trail with honor, and we welcome you. *(The house lights are turned up. The master of ceremonies stands by the podium to continue the court of honor.)*

SUMMARY OF EAGLE SCOUT COURT OF HONOR

- Plan well in advance; make sure the Eagle Scout court of honor is a special event.
- Involve the Eagle Scout and his parents.
- Request letters from prominent people (president of the United States, senator, state representative, governor, mayor, etc.).
- Send invitations to friends and all parents in the troop.
- Invite community, church, and school leaders.
- Print programs.
- Obtain local newspaper coverage.
- Consider presenting a special Eagle Scout neckerchief, ring, belt buckle, or plaque.
- Conduct a good court of honor:
  - —Use a printed agenda.
  - —Ensure that speakers know what to say.
  - —Ensure that presenters know when to do it.
  - —Practice (walk through).
  - —Include all elements.
  - —Be professional.
- Have a reception with refreshments—an Eagle-theme cake is appropriate.
- See the checklist on pages 100–101.

CAMPFIRE CEREMONIES

RECOGNITION CEREMONY

This simple ceremony welcomes new campers to their first council fire so that they will have a sense of belonging to the group as a whole. The master of the campfire says, "We will now recognize and welcome a new group of campers. Some of you others might remember the campfire when you received a similar welcome. As I call your names, new campers, please come forward and place a small stick on the fire, showing that you are now members of your council fire brotherhood. Then face the group and raise your right arm in greeting."

As each Scout raises his arm, the rest of the troop calls out, "Welcome!" Then the Scout resumes his seat in the campfire circle.

SCOUT LAW CAMPFIRE CEREMONY

(For this ceremony you will need four small fires and four warriors or buckskin pioneers to light them.)

First warrior: I have lit the fire of truth to remind us that we must be trustworthy, loyal, and reverent.

Second warrior: I have lit the fire of friendship to remind us that we must be helpful, friendly, and kind.

Third warrior: I have lit the fire of citizenship to remind us that we must be clean, cheerful, and thrifty.

Fourth warrior: I have lit the fire of courage to remind us that we must be brave, courteous, and obedient. *(The master of the campfire asks all to stand and recite together the 12 points of the Scout Law in the proper order. He or she then declares the council fire to be open.)*

FIRE-LIGHTING INVOCATION

This variation on "Hiawatha" may be changed to fit the name and location of the camp. If your master of the campfire can memorize this, it will be quite an impressive ceremony, especially if accompanied by a trick method of lighting the fire.

On the shore of Old Lake _____*(name)*_____
By the brightly shining water,
Stand the wigwams of our campers.
Dark behind it stands the forest,
Stand the chestnut, oak, and hemlock,
Stand the firs with cones upon them.
Many things they learn and do here:
How Wakonda, the Great Spirit,
Cares for all his faithful children,
Cares for all the forest people;
Learn they of the stars in heaven,
Of the birds that fly and nest here,
Learn the language of all creatures,
Call them friends whene'er we meet them.
Oh Great Spirit, then, in heaven,
Send us flame to light our campfire
That we may for this be thankful;
Oh Great Spirit, this we ask thee,
Send us fire and we shall praise thee!

(Following this invocation, possibly by a staff member in Indian attire, the fire is lit.)

CAMPFIRE CLOSING CEREMONIES

As the glowing campfire embers fade and die, the campfire should be closed on a note of quiet inspiration, with reference to the value of the Scouting ideals in our daily lives.

THE SCOUT OATH

Have all Scouts give the Scout sign and recite together the Scout Oath. Do not follow this with the Scout Law, which may be repeated so much that it can lose much of its meaning.

THE SCOUT LAW

For a closing ceremony, recite one point of the Scout Law in its entirety. The leader in charge states the heading of this point and another leader responds with the explanatory portion of the point.

THE SCOUT BENEDICTION

Have all stand, bow their heads, and recite together: "Now may the great Scoutmaster of all Scouts be with us until we meet again." Then the Scouts leave the area quietly.

SILENT PRAYER

All campers bow their heads and the leader says, "A Scout is reverent. He is faithful in his religious duties, and respects the convictions of others in matters of custom and religion. Amen."

TATTOO WITH ECHO

Have the camp bugler stand some distance from the council fire area and play "Tattoo." Then have him repeat this quite softly. By using two buglers, the echo will be heightened.

SPECIAL CAMPFIRE CEREMONY

FIRST CAMPFIRE

(Ashes from the last campfire of the previous year are kept and used in a ceremony for new campers. The boys are called forward.)

Scoutmaster: Scouts, you have now been in camp one day and have attended part of our first campfire. Earlier in the evening you listened to the traditions of our troop and responsibilities of every Scout. Will you help us keep these traditions as good campers should?

Scouts: I will.

Scoutmaster: I hold in this vessel some of the ashes from last year's campfire. The ashes stand for all that we enjoyed in our past. I now place some of the ashes on the right shoulder of each of you and pronounce you campers in good standing, entitled to the rights and obligations of our camp.

FLAG CEREMONIES

SILENT PLEDGE OPENING CEREMONY

(The leader stands at the front of the room, facing the United States flag. The reader stands at the side of the room and uses a penlight to read by. Another person shines a flashlight or spotlight on the flag. The house lights are out. All stand.)

Leader: As I say the words of the Pledge of Allegiance, repeat them silently to yourselves. Hand salute. *(All hand salute throughout the pledge.)* I pledge allegiance . . .

Reader: As our founding fathers pledged their lives, their fortunes, and their sacred honor to a new nation, so do we pledge our devotion and our loyalty.

Leader: To the flag of the United States of America . . .

Reader: An honored symbol of a nation's unity, its hopes, achievements, glory, and high resolve—red for courage, white for purity, and blue for vigilance, perseverance, and justice.

Leader: And to the republic for which it stands . . .

Reader: Where sovereign power resides in a body elected by, representative of, and responsible to this nation's citizens.

Leader: One nation under God . . .

Reader: From the Atlantic to the Pacific; from the northern border to the southern; from the tops of the highest mountains across the wide prairies; from the greatest cities to the tiniest villages—we are united as one under the one to whom we turn for guidance, whose blessings we ask, and who watches over us—as individual citizens, and collectively as a nation—for in his spirit America was founded.

Leader: Indivisible . . .

Reader: The citizens of this great country come from different racial backgrounds, have different traditions, and many worship in different ways. Because the people of America are so varied, so diverse, and so rich in heritage, the whole of this nation is far greater than the sum of its parts—and we stand together to face the world.

Leader: With liberty and justice for all.

Reader: We have both the right of freedom and the responsibility to respect and protect the freedom of others. From Revolutionary times to the present day, American citizens have defended our flag with their blood and with their lives. Our flag is a symbol of the people. All of the people. Us. The people of the United States of America.

FLAG CEREMONY FOR A COURT OF HONOR

(The troop lines up outside the meeting room in two columns, with a flag bearer at the head of each. The two columns march in, one down each side of the room. They stop. The leader of each column is at the end of the front row of seats. The Scoutmaster and the senior patrol leader stand at the front of the room between the two flag stands.)

Senior patrol leader: Color guard, post the colors. *(The leader of the left-hand column carries the United States flag, and the leader of the right-hand column carries the troop flag; they advance to the front of the room below the stage, cross each other's path to the opposite side, and post the colors so the United States flag is on the speaker's right. They remain standing by their flags.)*

Troop, present yourselves. *(Each Scout, beginning with the first one in line in the left-hand column, then the first one in the right-hand column, and continuing with alternating Scouts in each column, steps one pace out of line toward the audience, salutes the flag, and states his name. After all of the Scouts in both columns have saluted the flag and given their names, the two members of the color guard do the same, followed by the Scoutmaster and the senior patrol leader, who then addresses the audience.)* Please join us in the Pledge of Allegiance.

OUR FLAG—A SYMBOL OF US

(The troop is lined up and stands at attention. The flag bearer stands at the front with a spotlight or flashlight focused on the troop flag.)

Narrator *(off to the side):* Franklin K. Lane, in *The Makers of the Flag,* has the flag say to us, "I am whatever you make me, nothing more. I am your belief in yourself, your dream of what a troop may become. I live a changing life, a life of moods and passions, of heartaches and tired muscles. Sometimes I am strong with pride, when boys do an honest work, fitting the rails together truly. Sometimes I am loud, garish, and full of ego that blasts judgment. But always, I am all that you hope to be, and have the courage to try for."

Our flag is a symbol of us. To some people our flag is just a piece of cloth. To others it is just a flag. But to me it represents more than I could say here tonight in such short time.

It represents what happened at camp one time—one of our boys cut his foot and had to be taken to the hospital.

It represents the time I was invested as a Tenderfoot Scout; the times I helped invest others.

It represents a lot of cold nights in tents and a lot of joyous days in the sun.

It represents every first night at camp when we get little sleep.

It represents the long trail from Tenderfoot to Eagle and the joys and satisfactions that come from attaining those ranks.

I believe our troop flags are neglected too much.

Our troop flag represents the Scoutmaster, assistant Scoutmaster, our committee members, our chartered organization representative, and many others.

I think we could say that our troop flags are the hearts of our troops. We should fly our troop flag at every opportunity and especially when we go camping.

So, guys, let's keep our troop flags flying!

I AM YOUR FLAG

I was born on July 4, 1777.
I am more than just cloth shaped into a design.
I am refuge for the world's oppressed people.
I am the silent sentinel of freedom.
I am the emblem of the greatest sovereign nation on earth.
I am the inspiration for which American patriots gave their lives and fortunes.
I have led your loved ones into battle from Valley Forge to the steaming, treacherous jungles of Vietnam.
I walk in silence with each of your honored dead, to their final resting place beneath the silent white crosses—row upon row.
I have flown through peace and war, strife and prosperity, and amidst it all I have been respected.
My red stripes symbolize the blood spilled in defense of this glorious nation.
My white stripes signify the burning tears shed by Americans who lost their loved ones.
My blue field is indicative of God's heaven under which I fly.
My stars, clustered together, unify 50 states as one, for God and country.
"Old Glory" is my nickname, and proudly I wave on high.
Honor me, respect me, defend me with your lives and your fortunes.
Never let my enemies tear me down from my lofty position, lest I never return.
Keep alight the fires of patriotism. Strive earnestly for the spirit of democracy.
Worship eternal God and keep his commandments, and I shall remain the bulwark of peace and freedom for all people.

WEBELOS-TO-SCOUT CEREMONIES

BRIDGE TO SCOUTING

This impressive ceremony for Webelos Scouts can be used indoors or outdoors. Advancement recognition ceremonies for the lower ranks may precede it.

Personnel: Webelos den leader (Akela), Scoutmaster, den chief as torchbearer, Scouts from troop, graduating Webelos Scout and his parents, senior patrol leader

Equipment: A rustic bridge with a railing made of dead tree branches and floored with scrap lumber; two campfires (artificial ones for indoors); camp candle lantern; troop neckerchief

Arrangement: The bridge is set up on an auditorium stage or on the ground. If indoors, the room should be darkened. The graduating Webelos Scout is with his parents at one end of the bridge; the Boy Scouts and Scoutmaster are at the opposite end. Both groups are seated around their respective campfires. The Webelos den leader asks the Webelos Scout to stand and recite the Cub Scout Promise.

Webelos den leader *(calls across the bridge)*: Hello, Scouts of _____*(name of Scout camp)*_____.

Scoutmaster *(answers)*: Hello, Webelos Scouts of Akela, what do you desire?

Webelos den leader: We have a Webelos Scout of Akela's council ring who has prepared himself for entrance into the council ring of _____*(name of Scout camp)*_____.

Scoutmaster: Bring him forward to the bridge that joins our two council rings. *(The Webelos den leader leads the graduating Webelos Scout and his parents to the bridge. The Scoutmaster crosses the bridge and is introduced to the Webelos Scout and his parents.)*

Webelos den leader: _____*(Name)*_____, you have contributed much to your den and pack, and we shall miss you and your parents. Now you are leaving us to enter the Scout troop of your choice. There, we are sure, you will continue to grow in Scouting skills and friendships. An important part of your Webelos Scout uniform is your neckerchief. Now that you are leaving our pack and Cub Scouting, will you remove your neckerchief and give it to me? Soon, your new Scoutmaster will place around your neck the neckerchief of the troop you are to join. *(The Webelos Scout removes his neckerchief and gives it to the Webelos den leader. The Scoutmaster now beckons the graduate to follow him across the bridge.)*

Scoutmaster *(standing before the Scout campfire)*: As Scoutmaster of Troop _____*(No.)*_____, I welcome you and your parents. There are many traditions in Troop _____*(No.)*_____—so many that I would not attempt to relate them all to you now. *(The Scoutmaster may explain one or two traditions and tell of important troop activities planned for the near future.)* It is now my pleasure to present you with the neckerchief of our troop. *(He places the neckerchief around the neck of the incoming Scout.)* Wear it with pride as many have done before you. Your senior patrol leader, _____*(name)*_____, now wishes to express the troop's happiness in having you as a member. *(The senior patrol leader leads the troop in a cheer for the new Scout.)*

CROSSING THE BRIDGE

Personnel: Webelos den leader, Scoutmaster, a Boy Scout, graduating Webelos Scout and his parents

Equipment: A rustic bridge; troop neckerchief

Arrangement: The rustic bridge is set up on an auditorium stage or at the front of the pack meeting room. The Webelos den leader stands on one end of the bridge with the graduating Webelos Scout and his parents. On the other end is the Scoutmaster with a Scout holding a rolled troop neckerchief.

Webelos den leader *(to the parents)*: During the years you and your son have been in Cub Scouting, we have had many opportunities to work together along the trail. Now _____*(name)*_____ has reached age 11 and is leaving the pack to enter Boy Scouting. I am sure you will find the same satisfactions there that you found in Cub Scouting. As a symbol of your son's growth and his entrance into Scouting, I ask that he stand before me where I will divest him of his Webelos Scout neckerchief. You and he will then cross over the bridge into Scouting, to be welcomed by Scoutmaster _____*(name)*_____ of Troop _____*(No.)*_____. *(After the Webelos den leader has removed the Webelos Scout's neckerchief and saluted him, the Webelos Scout and his parents cross the bridge and stand before the Scoutmaster.)*

Scoutmaster *(greets the Webelos Scout and his parents with a handshake)*: As Scoutmaster of Troop _____*(No.)*_____, it is indeed a pleasure for me to welcome you into the troop. We meet each week on _____*(day)*_____, at _____*(time)*_____, at _____*(place)*_____. We shall look forward to welcoming you at our next meeting. *(He turns to the boy.)* And now I present you with this Scout neckerchief. *(The Scoutmaster places the rolled neckerchief around the boy's neck.)* May you wear it with pride; its colors are those of Troop _____*(No.)*_____, which welcomes you as its newest member. *(All exit.)*

THE MILEPOST

Personnel: Cubmaster, Webelos den chief, chartered organization representative and aides, graduating Webelos Scout and his parents, Scoutmaster, and two Scout aides

Equipment: Troop neckerchief (and other recognition, if desired) for the graduate; "Wolf Valley" sign; "Bear Mountain" sign; "Webelos Lodge" sign or a council fire (artificial one for indoors); bridge; Webelos advancement board

Cubmaster *(addressing the audience):* Cub Scouting is the great Scouting movement's program for younger boys. In the final months of his Cub Scouting experience, a boy learns the requirements for the Scout badge. He decides which troop he will join, and, with his parents, arranges for his entrance into Scouting upon his 11th birthday. Tonight our pack has the privilege of bringing another Webelos Scout to this significant milepost. *(He or she turns to address the den chief.)* Den Chief _____*(name)*_____, please escort Webelos Scout _____*(name)*_____ and his parents forward. *(The Cubmaster greets them, then addresses the audience.)* Webelos Scout _____*(name)*_____ has chosen Troop _____*(No.)*_____. Mr. (Ms.)*(chartered organization representative's name)* is here. We will ask him (her) to come forward with his (her) aides. *(The Cubmaster introduces the chartered organization representative and his or her aides to the Webelos Scout, his parents, and the audience.)*

We will now relive the Cub Scout experiences of _____*(name)*_____, who is ready to cross the bridge into Boy Scouting. You started your Cub Scout career on the Bobcat trail. You had to learn the Cub Scout Promise; the Law of the Pack; and the Cub Scout sign, handshake, motto, and salute. You had to explain the meaning of Webelos and complete the exercises in the *Parent's Guide.* And then you looked ahead and saw that the trail went through a comparatively level Wolf Valley. *(The boy and his parents move to the Wolf Valley sign, led by the Cubmaster.)*

As you went through Wolf Valley, you worked on your physical and mental skills until you had passed 12 achievements. You passed these achievements with your parents or at your den meetings. You were growing; you mastered Wolf Valley. Raise your heads and look where the trail leads now—up and up. Your next goal was Bear Mountain. *(The boy and his parents are led by the Cubmaster to the Bear Mountain sign.)*

As you progressed up the trail toward Bear Mountain, you found the achievements a little more difficult because you were growing both physically and mentally, and more was expected of you. You passed your 12 required achievements and were encouraged to work on both Wolf and Bear electives. A year passed and you reached the top of Bear Mountain. You could see ahead of you the lodge of the Webelos. Your guides on the trail now changed. *(The boy and his parents are led to the Webelos Lodge sign or the council fire.)*

You were a member of the Webelos den. Now it was strictly between you and your leaders whether you wanted to work for the Arrow of Light Award or just be a member. You remained a Webelos Scout until you reached age 11, when you became eligible to join a Boy

Scout troop. You have worked hard in the Webelos den and are now ready to take your next step on the Scouting trail by crossing the bridge to further adventure.

(The Cubmaster calls the Webelos Scout and his parents forward to the foot of the bridge. The mother is presented with the advancement board. The Cubmaster points out the awards and achievements, then escorts the Webelos Scout and his parents across the bridge. The Scoutmaster should be prepared to make a welcoming speech to the boy and his parents, plus other recognition as desired.)

Scoutmaster: _____*(Name)*_____, it is a privilege to welcome you into Troop _____*(No.)*_____. As a Scout you will hike and camp. You will learn many useful things. You will have an opportunity to continue to grow into a useful citizen because you will participate in civic activities and learn the thrill of helping other people by practicing the habit of doing a Good Turn every day. And now, Scouts _____*(name)*_____ and _____*(name)*_____will exchange your Webelos Scout neckerchief for our troop neckerchief, symbolic of your graduation into Scouting. *(The aides replace the Webelos Scout neckerchief with a Scout neckerchief, give the Scout handshake, step back, and salute. The Webelos den chief leads the pack in a yell for the graduate.)*

TIPS FOR GOOD CEREMONIES

A few props and techniques can spice up any ceremony. These can range from the simple to the elaborate, depending on need and budget. A few ideas are given here, but use your imagination to develop your own.

LIGHTING

Lighting is important to most ceremonies. Techniques range from performing the ceremony behind a campfire so that the fire illuminates the participants to spotlighting award recipients in a court of honor.

ROOM LIGHTS

Inspect the lighting control and be sure you know what to switch on and off, and when. Know and plan the effects.

STAGE LIGHTS

Floodlighting can be accomplished using anything from yard reflector lights to desk lamps. A regular table lamp can be used simply by removing the shade and directing the light from the bulb with cardboard.

SPOTLIGHTS

Spotlighting should be used anytime a boy is recognized before an audience, such as in a court of honor, etc.

A flashlight can serve as a spotlight. A 35-millimeter slide projector can be an effective spotlight. Try it first to be sure of the distances. Masks in front of the lens will reduce the size of the spot.

DECORATIONS

A few appropriate decorations can transform a room into a special place for ceremonies:

- Crepe paper
- Boy Scout neckerchiefs
- Posters—Boy Scout and other
- Colored lights
- Scout skill displays, merit badge displays, knot boards, etc.

AUDIOVISUALS

Many commercial and BSA movies and slide programs are available and appropriate for more formal ceremonies. Good sound equipment and carefully selected music will enhance any court of honor or other special ceremony.

SPECIAL PROPS

Specially designed and developed props become tradition and add special flair to ceremonies:

ADVANCEMENT BOARD

Develop your own. The board can be arranged by rank or by patrol. Have each boy's name on an individual card that is punched for hanging. Move the card as the boy advances.

EAGLE SCOUT PLAQUE

An impressive plaque is available from the BSA's Supply Division. It bears the troop number and an attractive eagle emblem. Engrave the new Eagle Scout's name on one of the nameplates and add it to the plaque at the Eagle Scout court of honor.

CANDLE LOG

Simply drill holes in a log and use it as a candleholder. Use your imagination to come up with a design. Candle logs are especially useful for Scout Law, Oath, and rank ceremonies.

ARTIFICIAL CAMPFIRE

This can be made with a flashlight or an electric or battery-operated light bulb fixture, logs, and sheets of red and orange plastic or cellophane. Be careful not to create a fire hazard.

BADGE HOLDER

Create a device to hold your advancement badges, pins, and cards during the ceremony. This could be a felt-covered tray or a large cutout of the Boy Scout emblem covered with cork, etc. Divide all items by each recipient's name, and be sure the presenter knows how to remove them.

FLAGS

The use of troop, church, state, and United States flags is appropriate in ceremonies. Be certain you display and carry flags correctly. A spotlight on the flag(s) is a nice highlight.

TROOP SCRAPBOOK

Display your scrapbook at special ceremonies.

CHECKLIST FOR COURTS OF HONOR (AND OTHER CEREMONIES)

Eagle Scout Court of Honor	Regular Court of Honor	Planning Phase
_____	_____	Schedule the date.
_____	_____	Reserve the facility.
_____	_____	Meet with the Eagle Scout, committee, and parents.
_____	_____	Request letters from dignitaries, etc.
_____	_____	Secure the speaker/court commitments.
_____	_____	Send invitations.
_____	_____	Print programs.
_____	_____	Prepare/distribute news releases.
_____	_____	Mail programs to participants.
_____	_____	Order refreshments.
		Physical Arrangements
_____	_____	Seating for audience
_____	_____	Seating for platform
_____	_____	Lighting
_____	_____	Heat and ventilation
_____	_____	Public address system
_____	_____	Special equipment (such as movie equipment, if used)
_____	_____	Custodian's cooperation secured
_____	_____	Refreshments
_____	_____	Parking
		Awards Presentation
_____	_____	Badges and certificates are in individually marked envelopes.
_____	_____	Clasps on mothers' pins and metal badges are open and ready to be pinned on.
_____	_____	All other awards and recognitions are arranged and marked.

CHECKLIST FOR COURTS OF HONOR (AND OTHER CEREMONIES) (cont'd.)

Eagle Scout Court of Honor	Regular Court of Honor	Planning Phase
		Presenter's Briefing
_____	_____	One Scout at a time receives his award.
_____	_____	The Scout faces the audience.
_____	_____	The Scout is on a box or raised platform.
_____	_____	The Scout is spotlighted, if possible.
_____	_____	The presenter knows where to pin the badge.
_____	_____	The presenter knows how to give the Scout handshake using the left hand.
		General Program
_____	_____	Who is to be introduced?
_____	_____	Make speakers aware of the time limit.
_____	_____	Prepare notes for people who are not familiar with the activities.
_____	_____	Encourage parents' participation.
_____	_____	Recognize the Scoutmaster and other leaders.
_____	_____	Have any demonstration or special program materials on hand.
_____	_____	Plan the entrance for court of honor officials.
_____	_____	Start on time and end on time.
_____	_____	Set up and staff refreshments and reception tables.
		Follow-up Details
_____	_____	Make arrangements for returning equipment and cleanup.
_____	_____	Send a note of thanks to program participants, the custodian, and any others who helped.

INTERFAITH WORSHIP SERVICE

RESPECT OF OTHERS' BELIEFS

The Scout Law teaches, "A Scout is reverent. A Scout is reverent toward God. He is faithful in his religious duties. He respects the beliefs of others." It is important that Scouts be taught to recognize the beliefs of other Scouts and to respect those beliefs.

Scout outings and activities that span weekends should include an opportunity for members to meet their religious obligations. At times there might be Scouts of different faiths. If services for each faith group are not available, an interfaith worship service is recommended. However, some religions have specific requirements based on their own beliefs that would not be fulfilled through an interfaith service, and this also needs to be considered in conducting a weekend outing. When planning an interfaith service, it is recommended that scripture, prayers, hymns, and all other parts of the worship be considerate of everyone present—respectful of all religions.

TROOP WORSHIP OPPORTUNITIES

PRAYING IN A GROUP

When present, members of the clergy or chaplain aides may be asked to lead the troop or other Scouting groups in prayer. ***If the group consists of mixed beliefs, or if the beliefs of the group are unknown, then prayers should be of an interfaith content. However, if the group is of like belief, then it is entirely appropriate to offer belief-specific prayer.***

SAMPLES OF INTERFAITH PRAYERS AND BENEDICTIONS

1. For health, strength, and daily food, we give You thanks, O Lord.
2. For this and all Your mercies, Lord, make us truly grateful.
3. For food, health, friendship, we give You thanks, O Lord.
4. For food, for raiment, for life, for opportunity, for friendship and fellowship, we thank You, O Lord. (Philmont grace)
5. Come, O Lord, be our guest, and bless what You have bestowed on us.
6. Gracious Giver of all good, we thank You for food and rest. Grant all we say or do pleases You.
7. Lord, bless our Scouting leaders who spend so much time and energy to help us grow up well. Guide them in their work; give them patience and wisdom, and reward them in this life and the next. Amen.
8. As our campfire fades, we thank You for the joys and blessings of this day. We lift our minds and hearts to You in gratitude for life, happiness, and the Scouting movement. Lord, protect our camp this night; may we rise refreshed and ready to serve You. Amen.
9. May the Great Scoutmaster of all Scouts be with us until we meet again.

AT CAMP

Since troops often camp on weekends, Scouts and leaders may not be able to attend their regular worship services. A troop worship service should be conducted and all encouraged to attend. The troop chaplain aide and the troop chaplain (or other designated adult) should conduct these services. Several interfaith services are included in the appendix of this publication.

SCOUT FUNERAL SERVICES

On occasion, a troop may experience the loss of a Scout or leader. It is a difficult time for everyone. At the request of the family, or with the permission of the family and religious leader, Scouts may participate in the funeral or memorial service to celebrate the life of the Scout or leader. Some things that may be appropriate include:

- Attend in uniform.
- Sit together as a unit.
- Serve as honorary pallbearers or ushers.
- Serve during the service doing such things as reciting the Scout Oath or Law.

The primary concern is for the family and its preferences. The involvement of the troops or Scouts in a troop is at the discretion of the family and its religious leaders.

A SAMPLE INTERFAITH WORSHIP SERVICE

CALL TO WORSHIP

PSALM 100

Make a joyful noise to the Lord, all the lands!
Serve the Lord with gladness!
Come into his presence with singing!
Know that the Lord is God!
It is he who made us, and we are his!
We are his people and the sheep of his pasture.

Enter into his gates with thanksgiving,
and his courts with praise!
Give thanks to him; bless his name!
For the Lord is good;
his steadfast love endures forever,
and his faithfulness to all generations.

INVOCATION

O Lord, our Heavenly father, we lift our hearts to thee at the beginning of this new day. We come to this time and place of worship with thy beauty all about us; in the sky, in the trees, in the earth, and in all thy creation. We praise thee, and come to worship thee. Blessed art thou, O Lord our God, who gives us each new day. Amen.

HYMN: AMERICA THE BEAUTIFUL

O beautiful for spacious skies,
For amber waves of grain,
For purple mountain majesties
Above the fruited plain.
America! America!
God shed his grace on thee,
And crown thy good with brotherhood
From sea to shining sea.

O beautiful for pilgrim feet
Whose stern impassion'd stress
A thorough-fare for freedom beat
Across the wilderness.
America! America!
God mend thine ev'ry flaw,
Confirm thy soul in self control,
Thy liberty in law.

RESPONSIVE READING

Leader: A true and worthy person recognizes his obligations and does them without being watched or compelled.

Scouts: A Scout is trustworthy.

Leader: We owe much to many—to home, school, community, nation, and to God.

Scouts: A Scout is loyal.

Leader: The Good Samaritan showed the spirit of doing a Good Turn.

Scouts: A Scout is helpful.

Leader: A real friend is one who remains loyal in victory and in defeat.

Scouts: A Scout is friendly.

Leader: Courtesy is the mark of a true gentleman. It is shown in thoughtful acts and kindly respect for everyone.

Scouts: A Scout is courteous.

Leader: Kindness is the way people show respect for others.

Scouts: A Scout is kind.

Leader: Life is filled with things that we must do whether we like them or not. One of the marks of growing up is to willingly accept responsibilities.

Scouts: A Scout is obedient.

Leader: Our moods make our days. If we are grouchy, our day is gloomy. If we are happy, the day is always happier.

Scouts: A Scout is cheerful.

Leader: The world offers many gifts. A wise man uses them with care.

Scouts: A Scout is thrifty.

Leader: To each of us comes danger, difficult tasks, and temptations. When faced with a choice between courage and cowardice, we must be brave.

Scouts: A Scout is brave.

Leader: Cleanliness is next to godliness. To have a clean body, a clean mind, and a clean record is a rewarding achievement.

Scouts: A Scout is clean.

Leader: Character is determined by the things we worship. If we respect ourselves and our fellowmen, and see them as gifts of goodness from God, we live on a high plane.

Scouts: A Scout is reverent.

A WOOD BADGE PRAYER

Father Creator of Heaven and Earth, as a new day dawns on our endeavor, we ask you to open our hearts and minds to the knowledge and vales being presented to us. Make us aware of the talents of others and the strengths that lie in our differences. Provide for us the wisdom to work our tickets well, for the benefit of others and ourselves. Help us to build teams to ensure the future and vitality of Scouting. Bring us back to Gilwell, making it genuine in our hearts and minds, in order to revitalize us for the tasks ahead. And above all, keep all Beavers, Bobwhites, Eagles, Foxes, Owls, Bears, Buffalo, Antelopes, and Ravens eager for the challenges that we have been presented. Amen.

BENEDICTION

May the Lord bless you and keep you.

May the Lord make his face to shine upon you and be gracious unto you.

May the Lord lift up his countenance upon you, and grant you peace.

GLOSSARY OF SCOUTING TERMS

activities and civic service committee. The council or district committee responsible for planning, promoting and operating activities.

advanced training. In-depth training for experienced adult leaders, such as Wood Badge.

advancement. The process by which a Boy Scout meets certain requirements and earns recognition.

Alpha Phi Omega (APO). A coeducational service fraternity organized in many colleges and universities. It was founded on the principles of the Scout Oath and Law.

Aquatics Instructor, BSA. A five-year certification awarded to an adult who satisfactorily completes the aquatics section at a BSA National Camping School.

area director. A professional Scouter on a regional staff who relates to and works with an area president in giving direct service to local councils.

area president. The ranking elected volunteer officer in an area who heads the area committee.

Arrowhead Honor. A recognition given to commissioners who have completed specific training projects.

Arrow of Light Award. Highest rank in Cub Scouting. The only Cub Scout badge that may be worn on the Boy Scout uniform.

assistant district commissioner (ADC). A Scouter who helps the district commissioner.

assistant patrol leader (APL). A Boy Scout in the patrol appointed by the patrol leader to help him and to take his place in his absence.

assistant Scoutmaster (ASM). A commissioned volunteer Scouter, 18 or older, who helps the Scoutmaster by working with the troop and with a new-Scout patrol, Varsity Scout team, or Venture patrol.

assistant senior patrol leader (ASPL). A troop youth leader, usually in larger troops, who helps the senior patrol leader with details of his role.

Baden-Powell, Robert Stephenson Smyth. Founder of the worldwide Scouting movement. Known as Lord Baden-Powell of Gilwell, Chief Scout of the World, and B-P.

Be Prepared. The motto of Boy Scouting.

board of review. A review held to determine if a Boy Scout has satisfactorily completed rank requirements.

Boy Scout. A registered youth member of a Boy Scout troop or one registered as a Lone Scout. Must have completed the fifth grade and be 11 years old, or have earned the Arrow of Light Award but not yet be 18 years old.

Boy Scouts of America (BSA). A nationwide organization founded February 8, 1910, and chartered by the U.S. Congress June 15, 1916.

***Boys' Life* magazine.** The magazine for all boys, published by the Boy Scouts of America.

Bronze Palm. An Eagle Scout may receive this recognition by earning five additional merit badges and completing certain other requirements.

Brotherhood membership. The second and final induction phase of membership in the Order of the Arrow.

BSA Lifeguard. A three-year certification awarded to Boy Scouts who meet prescribed requirements in aquatics skills.

BSA Mission Statement. *The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.*

buddy system. One part of the Safe Swim Defense plan. Swimmers of like ability are paired, check in and out of the water together, and stay within 10 feet of each other during a swim. The buddy system is also used in other Scouting activities for safety reasons.

budget plan. A method used by a troop to develop thrift habits. A yearly budget is established and weekly dues are agreed upon.

bugler. An appointed youth position in a Boy Scout troop.

camping director. The Scouter responsible for development of the year-round camping program of the council.

camporee. A district or council troop activity to demonstrate the techniques of living in camp.

campsite. A troop or patrol outdoor home for an overnight or long-term camp.

captain. The youth leader of a Varsity Scout team.

Center for Professional Development (CPD). The training center for all professional Scouters. Located 15 miles west of the national office.

charter. The Boy Scouts of America was granted a federal charter in 1916 to provide a program of character development, citizenship training, and mental and physical fitness for all boys. The BSA issues charters annually to approved community organizations to operate Scouting units.

chartered organization. A religious, civic, fraternal, educational, or other community organization that has applied for and received a charter to operate a Scouting unit.

chartered organization representative (COR). A manager of Scouting in a chartered organization who also represents the organization in the local council and district.

charter presentation. A formal ceremony at which the charter, Scouter commissions, and membership certificates are presented to organization authorities and members of the unit.

charter renewal. An annual meeting attended by the chartered organization representative, head of the chartered organization, troop leaders, and unit commissioner for the purpose of completing the charter application and making plans for the charter presentation.

Chief Scout Executive (CSE). The top-ranking professional Scouter of the Boy Scouts of America.

Coach. The adult leader of a Varsity Scout team.

cocaptain. An assistant youth leader of a Varsity Scout team.

commissioner. A volunteer Scouter who works with troops to help them succeed. In addition to the council commissioner, there are district commissioners, assistant district commissioners, roundtable commissioners, and unit commissioners.

council. An administrative body chartered to be responsible for Scouting in a designated geographic territory.

council president. The elected volunteer Scouter who heads the council and chairs the executive board.

council service center. The business center for the local administration of Scouting.

court of honor. A recognition ceremony for those who have met the requirements of any one of the Boy Scout ranks, merit badges, or other awards.

den chief. A Boy Scout or Varsity Scout who helps direct the activities of a Cub Scout den.

density. Percentage of the total available youth who are members.

director of field service (DFS). A professional Scouter who supervises two or more field directors in a council.

Direct Service Council. The national office center through which U.S. citizens in other parts of the world retain membership and affiliation with the Boy Scouts of America.

Distinguished Eagle Scout Award. A recognition bestowed upon a man who received the Eagle Scout Award 25 or more years ago and has made an unusual contribution to his community.

Distinguished Service Award. Presented to Order of the Arrow members who have rendered outstanding service to the Order on a section, area, regional, or national basis.

distribution center. The warehouse from which BSA equipment, literature, uniforms, and other supplies are dispensed. Located in Charlotte, North Carolina.

district. A geographic administrative unit within a council.

District Award of Merit. A recognition for Scouters who give noteworthy service to youth at the district level.

district committee. A group of key volunteer Scouters who, through the chartered organization, work to ensure the success of the units.

district committee chairman. The executive officer of the district committee.

district executive. A professional Scouter who works under the direction of the council Scout executive to support the units and act as an adviser to the volunteer leaders in the district.

Eagle Scout. The highest rank for Scouts.

Eagle Scout Award. The highest recognition for Scouts.

Eagletter. A periodical published for members of the National Eagle Scout Association.

executive board. The National Executive Board is the governing body of the Boy Scouts of America. There is an executive board in each council which is the policy-making body at the local level.

field director (FD). A professional Scouter who is responsible for three or more district executives.

Fifty-Miler Award. A recognition given to Scouts who have taken part in a wilderness trip of at least 50 consecutive miles over at least five consecutive days, and fulfill requirements for group service projects on the trip.

Firem'n Chit. A recognition given to Scouts who know and understand fire safety rules.

First Class rank. The rank above Second Class and below Star in Boy Scout advancement.

Friends of Scouting (FOS). An annual opportunity for Scouters and interested people in the community to be identified with the local council through their financial support and influence in the expansion of the council program. Enrollees are known as "Friends."

Gilwell Park. The training center of the British Scout Association and the original homesite of Wood Badge training. Located in Epping Forest, England.

God and Country program series. A series of religious emblems presented to Scouts of the Protestant faiths.

Gold Palm. An Eagle Scout who holds the Bronze Palm may receive this recognition by earning five additional merit badges and completing certain other requirements.

Good Turn. A single act of service to others. A distinctive feature of Scouting is its emphasis on service to others. The Good Turn habit is one that all Scouts endeavor to acquire.

Heroism Award. A lifesaving award presented to a registered youth member or adult leader who has demonstrated heroism and skill in saving or attempting to save life at minimum risk to self.

high adventure. Refers to National Council or local council high-adventure activities or programs for older Scouts. Most of the programs are listed in the publication *Passport to High Adventure*.

Historic Trails Award. An award that may be earned by members of a troop for hiking a trail listed in *Nationally Approved Historic Trails* and completing a project related to the trail.

Honor Medal. A lifesaving award presented to Scouts and Scouters who have shown heroism, resourcefulness, and skill in saving or attempting to save life at great risk of their own. May be presented with crossed palms in cases of exceptional skill or resourcefulness and extreme risk to self. Presented by the National Court of Honor.

Hornaday Awards. William T. Hornaday Awards are given to Scouts, units, and Scouters for distinguished service in conservation.

instructor. A person who can instruct others on parts of the Scouting program.

investiture. A ceremony placing the responsibilities of an office or a rank upon an individual.

jamboree. A term chosen by Baden-Powell to describe the first international gathering of Scouts camping together in London in 1920. The term is restricted to indicate a national or world jamboree.

junior assistant Scoutmaster (JASM). An appointed office open to Scouts 16 years of age and older. There is no limit to the number of junior assistant Scoutmasters a troop may have.

Key 3. (1) The council Key 3: the council president, council commissioner, and Scout executive; (2) the district Key 3: the district chairman, district commissioner, and district executive.

Klondike derby. A competitive event conducted by patrols to demonstrate proficiency in Scouting skills, traditionally conducted in the winter.

Leave No Trace. A commonsense set of guidelines that allows Scouts to camp, hike, and take part in related outdoor activities in ways that are environmentally sound and considerate to others using the same areas. A Leave No Trace Awareness Award is available to Scouts who fulfill certain requirements.

Life Scout rank. The rank above Star and below Eagle Scout in Boy Scout advancement.

lodge. A local council Order of the Arrow group chartered annually by the National Council.

Lone Scout. A Boy Scout who, unable to join a troop because of unusual conditions, follows the program as an individual under the leadership of a Lone Scout friend and counselor.

long-term camping. A camping experience consisting of five or more consecutive days and nights in the outdoors.

Medal of Merit. An award presented to Scouts who put into practice the skills and ideals of Scouting through some great act of service; need not involve a rescue or risk to self.

membership inventory. Part of the charter renewal process when the activity of a unit during the past year is reviewed; usually held along with a uniform inspection.

merit badge. A recognition given to a Scout for completing the requirements for the badge.

merit badge counselor. A registered adult volunteer who is expert in a merit badge field, has the ability to work effectively with Scouts, and certifies that requirements are met.

Mile Swim, BSA. A recognition given to Scouts to encourage their development of physical fitness and stamina through swimming.

National Camping Award. A recognition awarded to a Boy Scout troop or Varsity Scout team for completing a certain number of days and nights of camping on either an annual or a cumulative basis. The award also recognizes cumulative achievement in number of campouts by individual Scouts and Scouters.

National Camping School. A training experience for key summer camp staff of council camps.

National Council. The corporate membership chartered by the United States Congress to operate the program of the Boy Scouts of America; made up of all elected members of the National Executive Board, members of regional executive committees, elected local council representatives, elected members at large, and elected (nonvoting) honorary members.

National Court of Honor. A committee of the BSA that is responsible for administering lifesaving awards, meritorious action awards, and distinguished service awards.

National Eagle Scout Association (NESA). This group provides an opportunity for all Eagle Scouts to retain identification with Scouting through service to the local council in which they live.

national office. The administrative offices of the Boy Scouts of America. Address is 1325 West Walnut Hill Lane, P.O. Box 152079, Irving, TX 75015-2079. Phone number is 972-580-2000. Web page address is *http://www.scouting.org*.

Often improperly referred to as "home office."

national Order of the Arrow conference. A biennial conference designed to improve program and leadership skills of all Arrowmen.

National President's Scoutmaster Award of Merit. Awarded by the National Eagle Scout Association to Scoutmasters who make a significant contribution to boys' achievement of the Eagle Scout rank.

National Youth Leadership Training (NYLT). A six-day training course for youth leaders conducted at the council level.

National Advanced Youth Leadership Experience (NAYLE). A weeklong training experience conducted at Philmont Scout Ranch using the skills taught at National Youth Leadership Training (NYLT).

new-Scout conference. The Scoutmaster meets with each new Scout in the troop to get acquainted, discuss Scouting, and welcome the boy into the troop. Held as soon as possible after the boy joins.

Okpik. The winter camping program offered by the Northern Tier National High Adventure Program.

Ordeal membership. The induction phase of membership in the Order of the Arrow.

Order of the Arrow (OA). Scouting's national honor society, the members of which have been chosen by their peers for their Scouting spirit and camping ability.

orienteering. A cross-country race to reach a destination and certain checkpoints along the way with the use of a map and compass.

patrol. A group of five to eight boys who belong to a troop and work together in and out of troop meetings. There are usually several patrols in one troop.

patrol leader (PL). The youth leader of the patrol, elected by its members.

patrol leaders' council (PLC). Each patrol leader, representing his patrol, meets with the other patrol leaders and the senior patrol leader to plan their troop program. The Scoutmaster acts as an adviser.

Paul Bunyan Woodsman. A recognition given to a Scout who safely demonstrates skill with a long-handled ax.

Pedro. The long-eared, four-footed mailburro of the "Hitchin' Rack" column in *Boys' Life* magazine.

Philmont Scout Ranch. National high-adventure base covering over 137,000 acres in northern New Mexico. Includes a center for volunteer training. Address is Cimarron, NM 87714.

professional. A registered, full-time employee of the Boy Scouts of America who has successfully completed formal training at the Center for Professional Development.

Quality Unit Award. Recognition given each charter year to troops that commit to and meet specified national standards pertaining to leader training, service, advancement, camping, and membership growth.

rank. There are six ranks for Boy Scouts: Tenderfoot, Second Class, First Class, Star, Life, and Eagle Scout.

region. One of four large geographical administrative units of the BSA: Central Region, Southern Region, Western Region, and Northeast Region.

registration. The payment of an annual registration fee; one of the requirements for membership in the Boy Scouts of America.

roundtable. A monthly program-planning and morale-building meeting for adult leaders.

roundup. A program to stimulate member-to-nonmember invitation to join a Scout troop.

Safe Swim Defense. A plan with eight defenses for safe swimming.

Safety Afloat. Guidelines for safe troop activity afloat in craft less than 26 feet long.

School Night for Scouting. A one-night event in a neighborhood school, church, or other community center where boys and parents gather to hear and see how Scouting operates and how they can join.

Scouter. A registered adult member of the BSA who serves in a volunteer or professional capacity.

Scouter's Key. Recognition given to a troop leader or commissioner for completing training, tenure, and performance requirements.

Scouter's Training Award. A recognition for adults who hold positions other than that of Scoutmaster or commissioner, who are trained, and who give service to Scouting.

Scout executive (SE). The professional staff leader and secretary of a local council.

Scouting Anniversary Week. The week, beginning on Sunday, that includes February 8, Scouting Anniversary Day.

Scouting distributor. A firm licensed by the national BSA Supply Division to stock and sell official Scouting merchandise.

***Scouting* magazine.** The official magazine for all Scouters. It helps interpret the program, stimulate action, and strengthen a desire to serve.

Scouting movement. An idea started by Lord Baden-Powell, based on the conviction that boys can live up to a code of conduct and can develop themselves physically, mentally, and spiritually through a program of activities and advancement challenges in association with other boys under the leadership of adults.

Scoutmaster. The commissioned volunteer leader, 21 or older, of a Boy Scout troop; appointed by the chartered organization.

Scoutmaster conference. A distinctive feature of the troop advancement plan in which a Scoutmaster helps a Scout accept responsibility for his own growth toward each rank.

Scoutmaster's Minute. A part of the closing ceremony of a troop meeting or campfire in which the Scoutmaster uses a brief story to inspire Scoutlike conduct.

scribe. An appointed officer in the troop or patrol who keeps the troop or patrol records.

Second Class rank. The rank above Tenderfoot in Boy Scout advancement.

senior patrol leader (SPL). The elected boy leader who runs the troop meetings and the patrol leaders' council meetings, with the guidance of the Scoutmaster.

service patrol. The name given to a patrol that has accepted an extra work assignment for the good of the troop.

service star. An insignia worn over the left shirt pocket of the uniform to denote number of years of service.

Silver Antelope Award. A recognition given by the National Court of Honor to a Scouter for distinguished service to youth within the region.

Silver Beaver Award. A recognition given by the National Court of Honor for distinguished service to youth within the council.

Silver Buffalo Award. A recognition given by the National Court of Honor for distinguished service to youth on a national level.

Silver Palm. An Eagle Scout who holds the Gold Palm may receive this recognition by earning five additional merit badges and completing certain other requirements.

Snorkeling, BSA. A recognition given to Scouts to encourage the development of aquatics skills that promote fitness and recreation.

squad. A Varsity Scout team subdivision that consists of four to eight members.

Star rank. The rank above First Class and below Life in Boy Scout advancement.

Supply Division. The arm of the Boy Scouts of America that supplies official uniforms, equipment, and literature to the field.

swimmer test. A specific set of tests to ascertain a minimum level of swimming ability required for deep-water swimming.

team. The unit that conducts Varsity Scouting for the chartered organization.

Tenderfoot rank. The first rank in the Boy Scout advancement program.

tenure. A term used to describe the length of service and membership in Scouting.

Totin' Chip. A recognition given to Scouts who subscribe to the Outdoor Code and understand and can demonstrate the proper handling, care, and use of woods tools.

tour permit. Permit designed to assist troops in planning safe, healthful, and enjoyable trips and to ensure that proper procedures will be followed in case of emergency.

training course. A series of training experiences designed to help a leader understand his or her position.

troop. The unit that conducts Boy Scouting for the chartered organization.

troop committee. The committee appointed by the chartered organization to administer the affairs of the troop.

troop instructor. An older troop member proficient both in a Scouting skill and in the ability to teach that skill to others.

uniform. Distinctive clothing worn by Scouts and Scouters.

unit. Term used to designate any one of the following: patrol, troop, squad, or team.

Varsity Scout. A registered youth member of a Varsity Scout team who is at least 14 but not yet 18 years of age.

Venture patrol. An optional older-boy patrol (ages 13 through 17) within a Scout troop.

Venturing. A stand-alone program of the BSA for young men and women ages 14 through 20 who have completed the eighth grade and who subscribe to the Venturing Oath and Code.

Venturing crew. The unit that conducts Venturing for the chartered organization; its members are called Venturers.

veteran. A recognition status accorded to members of Scouting who have served five years or more. Troops can also achieve veteran status and may display veteran insignia on their flag.

Vigil Honor. A recognition for distinguished service in the Order of the Arrow.

volunteer. A registered individual who donates service, time, and/or funds to support the program of the Boy Scouts of America.

Webelos den chief. An older Scout who has been appointed to help direct the activities of a Webelos den.

Webelos-to-Scout plan. The preparation and passage of a boy from Cub Scouting to Boy Scouting.

whole Scouting family. When an organization is chartered to operate a Cub Scout pack, a Boy Scout troop, a Varsity Scout team, and a Venturing crew.

Wilderness Use Policy. An official plan that outlines the size limit, skill level, and conduct of any Scouting group going into backcountry or wilderness areas.

World Conservation Award. An award emphasizing the importance of our natural resources and our interdependence with other countries in fulfilling our mutual needs.

World Friendship Fund. The means by which Scouts and Scouters in the United States can provide material and equipment to help Scouts and Scouting around the world.

World Scout Bureau. The secretariat that carries out the instructions of the World Scout Conference and the World Scout Committee. The head office is in Geneva, Switzerland.

World Scout Crest. An international award earned by participating in a meaningful international Scouting experience. May be obtained through the local council.

PEARLS OF WISDOM—QUOTES FROM BADEN-POWELL

"A boy on joining wants to begin Scouting right away."

"A fisherman does not bait his hook with food he likes. He uses food the fish likes. So with boys."

"Scouting is a man's job cut down to a boy's size."

"Scouting is a game for boys under the leadership of boys under the direction of a man."

"Where is there a boy to whom the call of the wild and the open road does not appeal?"

"It is important to arrange games and competition so that all Scouts of the troop take part."

"We are not a club or a Sunday school class, but a school of the woods."

"Fun, fighting, and feeding! These are the three indispensable elements of the boy's world."

"Scoutmasters need to enter into boys' ambitions."

"A boy is supremely confident of his own power, and dislikes being treated as a child."

"Boys can see adventure in a dirty old duck puddle, and if the Scoutmaster is a boys' man he can see it, too."

"A boy can see the smoke rising from Sioux villages under the shadow of the Albert memorial."

"Teach Scouts not how to get a living, but how to live."

"We must change boys from a 'what can I get' to a 'what can I give' attitude."

"The code of the knight is still the code of the gentleman today."

"The real way to gain happiness is to give it to others."

"In Scouting you are combating the brooding of selfishness."

"Scoutmasters deal with the individual boy rather than with the mass."

"Can we not interpret our adult wisdom into the language of boyhood?"

"It is only when you know a boy's environment that you can know what influences to bring to bear."

"It's the spirit within, not the veneer without, that makes a man."

"It is risky to order a boy *not* to do something; it immediately opens to him the adventure of doing it."

"You can only get discipline in the mass by discipline in the individual."

"The Scoutmaster must be alert to check badge hunting as compared to badge earning."

"The Scout Oath and Law are our binding disciplinary force."

"A week of camp life is worth six months of theoretical teaching in the meeting room."

"A boy is not a sitting-down animal."

"Vigorous Scout games are the best form of physical education because most of them bring in moral education."

"An invaluable step in character training is to put responsibility on the individual."

"When a boy finds someone who takes an interest in him, he responds and follows."

"The sport in Scouting is to find the good in every boy and develop it."

"Success in training the boy depends largely on the Scoutmaster's own personal example."

"Correcting bad habits cannot be done by forbidding or punishment."

"Show me a poorly uniformed troop and I'll show you a poorly uniformed leader."

"The more responsibility the Scoutmaster gives his patrol leaders, the more they will respond."

"It should be the thing never to mention unfairness of judging when defeated in a contest."

"The Scoutmaster teaches boys to play the game by doing so himself."

"O God, help me to win, but in thy wisdom if thou willest me not to win, then O God, make me a good loser."

"There is no teaching to compare with example."

"We do not want to make Scout training too soft."

"The Good Turn will educate the boy out of the groove of selfishness."

"When you want a thing done, 'Don't do it yourself' is a good motto for Scoutmasters."

"Loyalty is a feature in a boy's character that inspires boundless hope."

"See things from the boy's point of view."

"The boy is not governed by *don't,* but is led by *do."*

"The object of the patrol method is not so much saving the Scoutmaster trouble as to give responsibility to the boy."

"The most important object in Boy Scout training is to educate, not instruct."

"Scoutmasters need the capacity to enjoy the out-of-doors."

"A boy is naturally full of humor."

"If you make listening and observation your occupation you will gain much more than you can by talk."

"A boy carries out suggestions more wholeheartedly when he understands their aim."

"The Scoutmaster guides the boy in the spirit of an older brother."

"To get a hold on boys you must be their friend."

"In Scouting, a boy is encouraged to educate himself instead of being instructed."

"The spirit is there in every boy; it has to be discovered and brought to light."

FOUNDERS OF THE BSA

ROBERT S. S. BADEN-POWELL

As a youth, Robert Baden-Powell greatly enjoyed the outdoors, learning about nature and how to live in the wilderness. After returning as a military hero from service in Africa, Baden-Powell discovered that English boys were reading the manual on stalking and survival in the wilderness he had written for his military regiment. Gathering ideas from Ernest Thompson Seton, Daniel Carter Beard, and others, he rewrote the manual as a nonmilitary nature skill book and called it *Scouting for Boys.* To test his ideas, Baden-Powell brought together 22 boys to camp at Brownsea Island, off the coast of England. This historic campout was a success and resulted in the advent of Scouting. Thus, the imagination and inspiration of Baden-Powell, later proclaimed Chief Scout of the World, brought Scouting to youth the world over.

ERNEST THOMPSON SETON

Born in Scotland, Ernest Thompson Seton immigrated to America as a youth in the 1880s. His fascination with the wilderness led him to become a naturalist, an artist, and an author, and through his works he influenced both youth and adults. Seton established a youth organization called the Woodcraft Indians, and his background of outdoor skills and interest in youth made him a logical choice for the position of first Chief Scout of the BSA in 1910. His many volumes of Scoutcraft became an integral part of Scouting, and his intelligence and enthusiasm helped turn an idea into reality.

DANIEL CARTER BEARD

Woodsman, illustrator, and naturalist, Daniel Carter Beard was a pioneering spirit of the Boy Scouts of America. Already 60 years old when the Boy Scouts of America was formed, he became a founder and merged it with his own boys' organization, the Sons of Daniel Boone. As the first national Scout commissioner, Beard helped design the original Scout uniform and introduced the elements of the First Class Scout badge. ''Uncle Dan,'' as he was known to boys and leaders, will be remembered as a colorful figure dressed in buckskin who helped form Scouting in the United States.

WILLIAM D. BOYCE

In 1909, Chicago publisher William D. Boyce lost his way in a dense London fog. A boy came to his aid and, after guiding the man, refused a tip, explaining that as a Scout he would not take a tip for doing a Good Turn. This gesture by an unknown Scout inspired a meeting with Robert Baden-Powell, the British founder of the Boy Scouts. As a result, William Boyce incorporated the Boy Scouts of America on February 8, 1910. He also created the Lone Scouts, which merged with the Boy Scouts of America in 1924.

JAMES E. WEST

James E. West was appointed the first Chief Scout Executive of the Boy Scouts of America in 1911. Although orphaned and physically handicapped, he had the perseverance to graduate from law school and become a successful attorney. This same determination provided the impetus to help build Scouting into the largest and most effective youth organization in the world. When he retired in 1943, Dr. West was recognized throughout the country as the true architect of the Boy Scouts of America.

TALE OF THE UNKNOWN SCOUT

Scouting was brought to America by William D. Boyce, a Chicago publisher, and the way Boyce discovered Scouting is one of the movement's most colorful stories. Boyce, it seems, was in London in the fall of 1909 and was out in a famed London fog looking for an office in the center of the city.

Nearly at his wit's end, Boyce stopped a young man and asked directions. Not only did the youth tell Boyce how to reach his destination, he actually led Boyce there to make certain the American found his way without becoming lost again.

Boyce, to show his gratitude, offered the youth a tip, but the youth would not accept it. When asked why, the young man told Boyce he was a Boy Scout and taking a tip would negate the good deed he had done and violate his Scouting code.

The youth's gesture impressed Boyce, who later visited with Lord Baden-Powell himself. Boyce was so taken with Baden-Powell and the Scouting idea that back in America he and other men interested in youth development founded the Boy Scouts of America in Washington, D.C., on February 8th, 1910.

No one knows who the Scout was who performed his Good Turn for Boyce, but he has not been forgotten. In Gilwell Park in London, American Scouts had a statue erected in his honor. A large-scale representation of the Silver Buffalo Award, the statue bears the inscription, "To the Unknown Scout Whose Faithfulness in the Performance of the Daily Good Turn Brought the Scout Movement to the United States of America."

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_____

(Program Feature)

TROOP MEETING PLAN

Date _____ **Week** _____

ACTIVITY	DESCRIPTION	RUN BY	TIME
Preopening _____ minutes			
Opening Ceremony _____ minutes			
Skills Instruction _____ minutes	• New-Scout patrol • Regular patrol • Venture patrol		
Patrol Meetings _____ minutes			
Interpatrol Activity _____ minutes			
Closing _____ minutes Total 90 minutes of meeting	• Scoutmaster's Minute.	SM	
After the Meeting			

THE CAMPFIRE PROGRAM PLANNER

How to use this sheet: Be sure that every feature of this campfire program upholds Scouting's highest traditions.

1. In a campfire planning meeting, fill in the top of the Campfire Program sheet (over).
2. On the Campfire Program Planner (below), list all units and individuals who will participate in the program.
3. Write down the name, description, and type of song, stunt, or story they have planned.
4. The MC organizes songs, stunts, and stories in a good sequence considering timing, variety, smoothness, and showmanship.
5. The master-of-the-campfire makes out the Campfire Program sheet (over).
6. Copies of the program are given to all participants.

Cheer Planner	Spot

Song Planner	Spot

Campfire Program Planner			
Group or Individual	Description	Type	Spot
Opening			
Closing			
Headliner	Main event		
Song leader			
Cheerleader			

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CAMPFIRE PROGRAM

Place _____

Date _____

Time _____

Camp director's approval: _____

_____

Campers notified _____	Area set up by _____
Campfire planning meeting _____	_____
M. C. _____	Campfire built by _____
Song leader _____	Fire put out by _____
Cheermaster _____	Cleanup by _____

Spot	Title of Stunt, Song, or Story	By _____	Time
1	Opening—and firelighting		
2	Greeting—introduction	M.C.	
3	Sing— Yell—		
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22	Closing		

BOY SCOUTS OF AMERICA

LOCAL TOUR PERMIT APPLICATION

FOR TRIPS AND CAMPS UNDER 500 MILES

LOCAL PERMIT NO._____ **DATE ISSUED**_____

This application must be filed with local council service center two weeks in advance of scheduled activity for proper clearance. It is used for trips of less than 500 miles. If destination is 500 miles or more one way or outside the U.S.A. (local council camp excepted), use National Tour Permit Application, No. 4419C. Units going into wilderness or backcountry areas must carry a copy of and abide by the principles of Leave No Trace, No. 21-105.

_____ No._____ Town_____ District_____ hereby applies
(Type of unit)

for a permit and submits plans herewith for a trip from_____, 20_____, to_____, 20_____.
(Date) (Date)

Give itinerary if tour; or destination if camp, including route description for reaching campsite (for long trip attach map indicating route and overnight stops):

_____

_____

Type of trip: ☐ One day ☐ Touring camp ☐ Short-term camp ☐ Long-term camp (Furnish copy of program and menus.)

Activity Standards: Where swimming or boating is included in the program, Safe Swim Defense, No. 34370A, and/or Safety Afloat, No. 34368B, standards are to be followed. If climbing/rappelling is included, then Climb On Safely, No. 20-099B (which recommends the American Red Cross's standard first aid and When Help Is Delayed or equivalent course), must be followed.

One adult in the group must be trained as outlined:

Name	Age	Safe Swim Defense Date Taken	Safety Afloat Date Taken	Climb on Safely Date Taken

At least one person must be trained in CPR from any recognized agency for Safety Afloat and Climb On Safely.

Name	Age	CPR Training	Agency	Expiration Date

At least one adult on a pack overnighter must have completed Basic Adult Leader Outdoor Orientation (BALOO, No. 34162).

Name	Age	Date BALOO Training Completed

Note: Unit must have a contingency plan for inclement weather.

Mode of transportation: ☐ Car ☐ RV ☐ Van ☐ Bus ☐ Boat ☐ Canoe ☐ Train ☐ Hiking ☐ Truck ☐ Other_____

(The beds of trucks and camper trucks are approved for equipment only—passengers are allowed only in the cab.)

Tour will include_____ youth and_____ adults. Have parents' approvals been secured?_____

It is the tour leader's and unit committee member's understanding that all drivers, vehicles, and insurance coverages will meet the national requirements as listed on the reverse side of this application.

Leadership and personnel: Boy Scouts of America policy requires at least two adult leaders on all camping trips and tours. Coed Venturing crews must have both male and female leadership. The adult leader in charge of this group must be at least 21 years old.

Youth Protection Training:

- All registered adults participating in any nationally conducted event or activity must have completed the BSA Youth Protection Training.
- At least one registered adult who has completed BSA Youth Protection Training must be present at all other events and activities that require a tour permit.

Tour leader's name_____ Age_____ Phone_____
(Print or type)

Address _____

I have in my possession a copy of *Guide to Safe Scouting,* No. 34416, and have read it. _____
(Tour leader's signature)

Assistant tour leader's name_____ Age_____ Phone_____

Address _____

_____ _____
(Signed by member of unit committee) (Signed by tour leader)

Signatures must be from two different people.

RETAIN IN COUNCIL SERVICE CENTER

OFFICIAL LOCAL TOUR OR CAMP PERMIT
BOY SCOUTS OF AMERICA

This permit should be in the possession of group leader at all times and displayed when requested by Scouting officials or other duly authorized persons.

Permit issued to_____ No._____ Town _____
(Type of unit)

_____
(Name of tour leader) (Age) (Address)

_____
(Name of tour leader) (Age) (Address)

Permit covers all travel between_____ and_____

Dates of trip from_____, 20_____, to _____, 20_____

Total youth_____ Total adults _____

This group has given the local council every assurance that they will conduct themselves according to the best standards of Scouting and observe all rules of health, safety, and sanitation as prescribed by the Boy Scouts of America and as stated in the Pledge of Performance on the reverse side of this permit.

Local Permit No. _____

Date Issued _____

Council Stamp

Not official unless council stamp appears here.

_____
Council name and address

_____
Council phone no.

_____
Signed for the council

These spaces are for the signatures and comments of officials where the group camps or stays for one night or more. Signatures indicate that the cooperation and conduct of the Cub Scout, Boy Scout, Varsity Scout, or Venturing group were satisfactory in every way.

Date	Place	Signature	Comment

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INSURANCE

All vehicles MUST be covered by a public liability and property damage liability insurance policy. The amount of this coverage must meet or exceed the insurance requirement of the state in which the vehicle is licensed. (It is recommended, however, that coverage limits are at least $50,000/$100,000/$50,000 or $100,000 combined single limit.) Any vehicle carrying 10 or more passengers is required to have limits of $100,000/$500,000/$100,000 or $500,000 combined single limit. In the case of rented vehicles the requirement of coverage limits can be met by combining the limits of personal coverage carried by the driver with coverage carried by the owner of the rented vehicle. All vehicles used in travel outside the United States must carry a public liability and property damage liability insurance policy that complies with or exceeds the requirements of that country.

KIND, YEAR, AND MAKE OF VEHICLE	NUMBER OF PASSENGERS	OWNER'S NAME	DRIVER'S LICENSE NUMBER	WILL EVERYONE WEAR A SEATBELT?	PUBLIC LIABILITY INSURANCE COVERAGE		
					PUBLIC LIABILITY		PROPERTY DAMAGE
					Each Person	Each Accident	
					$	$	$

The local council may allow a list of the above information to be attached to the permit in order to expedite the process. Each unit may circle the names of the drivers for an event or an activity.

TRANSPORTATION

1. You will enforce reasonable travel speed in accordance with state and local laws in all motor vehicles.
2. If by motor vehicle:
   a. *Driver Qualifications:* All drivers must have a valid driver's license and be at least 18 years of age. **Youth Member Exception:** When traveling to an area, regional, or national Boy Scout activity or any Venturing event under the leadership of an adult (21+) tour leader, a youth member at least 16 years of age may be a driver, subject to the following conditions: (1) Six months' driving experience as a licensed driver (time on a learner's permit or equivalent is not to be counted); (2) no record of accidents or moving violations; (3) parental permission has been granted to leader, driver, and riders.
   b. If the vehicle to be used is designed to carry more than 15 persons (including driver) the driver must have a commercial driver's license (CDL).

   Name:_____

   C.D.L. expiration date _____
   c. Driving time is limited to a maximum of 10 hours and must be interrupted by frequent rest, food, and recreation stops.
   d. Seat belts are provided, and must be used, by all passengers and driver. Exception: A school or commercial bus.
   e. Passengers will ride only in the cab if trucks are used.

OUR PLEDGE OF PERFORMANCE

1. We will use the Safe Swim Defense in any swimming activity, Safety Afloat in all craft activity on the water, and Climb On Safely for climbing activity.
2. We will use trucks only for transporting equipment—no passengers except in the cab. All passenger cars, station wagons, recreational vehicles, and cabs of trucks will have a seat belt for each passenger.
3. We agree to enforce reasonable travel speed (in accordance with national, state, and local laws) and use only vehicles that are in safe mechanical condition.
4. We will be certain that fires are attended at all times.
5. We will apply for a fire permit from local authorities in all areas where it is required.
6. We will at all times be a credit to the Boy Scouts of America and will not tolerate rowdyism or un-Scoutlike conduct, keeping a constant check on all members of our group.
7. We will maintain high standards of personal cleanliness and orderliness and will operate a clean and sanitary camp, leaving it in a better condition than we found it.
8. We will not litter or bury any trash, garbage, or tin cans. All rubbish that cannot be burned will be placed in a tote-litter bag and taken to the nearest recognized trash disposal or all the way home, if necessary.
9. We will not deface trees, restrooms, or other objects with initials or writing.
10. We will respect the property of others and will not trespass.
11. We will not cut standing trees or shrubs without specific permission from the landowner or manager.
12. We will collect only souvenirs that are gifts to us or that we purchase.
13. We will pay our own way and not expect concessions or entertainment from any individual or group.
14. We will provide every member of our party an opportunity to attend religious services on the Sabbath.
15. We will observe the courtesy to write thank-you notes to persons who assisted us on our trip.
16. We will, in case of backcountry expedition, read and abide by the Wilderness Use Policy of the BSA.
17. We will notify, in case of serious trouble, our local council service center, our parents, or other local contact.
18. If more than one vehicle is used to transport our group, we will establish rendezvous points at the start of each day and not attempt to have drivers closely follow the group vehicle in front of them.

TROOP RESOURCE SURVEY

Boy Scouting is for adults as well as boys. We invite you to share your skills and interests so the best possible program can be developed for the Boy Scouts in this troop. In making this survey, the committee wishes to find ways you can enjoy using your talents to help our Scouts. Your cooperation is greatly appreciated.

Welcome to the Scout family of Troop No._____ in the _____Council.

Please return this survey to_____

(Please print)

Name _____

Street address _____

City _____ State _____ Zip _____

Home phone _____ Mobile phone _____

Business phone _____ E-mail address _____

1. What is your favorite hobby? _____ Occupation _____

2. In what sports do you take an active part? _____

3. Would you be willing to assist the troop leaders and committee members occasionally? _____

4. Please check the areas in which you would be willing to help:

General Activities

- ☐ Campouts
- ☐ Hikes
- ☐ Outdoor activities
- ☐ Troop meetings
- ☐ Swimming supervision
- ☐ Bookkeeping
- ☐ Typing
- ☐ Drawing/art
- ☐ Transportation of Scouts
- ☐ Transportation of equipment
- ☐ Other _____
  (please print)

Special Program Assistance

- ☐ I can participate in boards of review.
- ☐ I have a minivan or _____ truck.
- ☐ I have a workshop.
- ☐ I have family camping gear.
- ☐ I have access to camping property.
- ☐ I can make contacts for special trips and activities.
- ☐ I can help with troop equipment.
- ☐ Other _____
  (please print)

5. Please check any Scouting skills you would be willing to teach:

- ☐ Ropework (knots and lashings)
- ☐ Outdoor cooking
- ☐ First aid
- ☐ Star study
- ☐ Map and compass use
- ☐ Conservation
- ☐ Aquatics
- ☐ Knife and ax handling
- ☐ Citizenship
- ☐ Camping

Check the merit badges on the other side of this sheet that you are willing to help Boy Scouts earn.

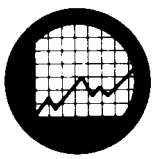
MERIT BADGES

Check the merit badges that you can help Boy Scouts earn.

- ☐ American Business
- ☐ American Cultures
- ☐ American Heritage
- ☐ American Labor
- ☐ Animal Science
- ☐ Archaeology
- ☐ Archery
- ☐ Architecture
- ☐ Art
- ☐ Astronomy
- ☐ Athletics
- ☐ Auto Mechanics
- ☐ Aviation
- ☐ Backpacking
- ☐ Basketry
- ☐ Bird Study
- ☐ Bugling (See Music)
- ☐ Camping
- ☐ Canoeing
- ☐ Chemistry
- ☐ Cinematography
- ☐ Citizenship in the Community
- ☐ Citizenship in the Nation
- ☐ Citizenship in the World
- ☐ Climbing
- ☐ Coin Collecting
- ☐ Collections
- ☐ Communications
- ☐ Composite Materials
- ☐ Computers
- ☐ Cooking
- ☐ Crime Prevention
- ☐ Cycling
- ☐ Dentistry
- ☐ Disabilities Awareness
- ☐ Dog Care
- ☐ Drafting
- ☐ Electricity
- ☐ Electronics
- ☐ Emergency Preparedness
- ☐ Energy
- ☐ Engineering
- ☐ Entrepreneurship
- ☐ Environmental Science
- ☐ Family Life
- ☐ Farm Mechanics
- ☐ Fingerprinting
- ☐ Fire Safety
- ☐ First Aid
- ☐ Fish and Wildlife Management
- ☐ Fishing
- ☐ Fly-Fishing
- ☐ Forestry
- ☐ Gardening
- ☐ Genealogy
- ☐ Geology
- ☐ Golf
- ☐ Graphic Arts
- ☐ Hiking
- ☐ Home Repairs
- ☐ Horsemanship
- ☐ Indian Lore
- ☐ Insect Study
- ☐ Journalism
- ☐ Landscape Architecture
- ☐ Law
- ☐ Leatherwork
- ☐ Lifesaving
- ☐ Mammal Study
- ☐ Medicine
- ☐ Metalwork
- ☐ Model Design and Building
- ☐ Motorboating
- ☐ Music and Bugling
- ☐ Nature
- ☐ Nuclear Science
- ☐ Oceanography
- ☐ Orienteering
- ☐ Painting
- ☐ Personal Fitness
- ☐ Personal Management
- ☐ Pets
- ☐ Photography
- ☐ Pioneering
- ☐ Plant Science
- ☐ Plumbing
- ☐ Pottery
- ☐ Public Health
- ☐ Public Speaking
- ☐ Pulp and Paper
- ☐ Radio
- ☐ Railroading
- ☐ Reading
- ☐ Reptile and Amphibian Study
- ☐ Rifle Shooting
- ☐ Rowing
- ☐ Safety
- ☐ Salesmanship
- ☐ Scholarship
- ☐ Sculpture
- ☐ Shotgun Shooting
- ☐ Skating
- ☐ Small-Boat Sailing
- ☐ Snow Sports
- ☐ Soil and Water Conservation
- ☐ Space Exploration
- ☐ Sports
- ☐ Stamp Collecting
- ☐ Surveying
- ☐ Swimming
- ☐ Textile
- ☐ Theater
- ☐ Traffic Safety
- ☐ Truck Transportation
- ☐ Veterinary Medicine
- ☐ Waterskiing
- ☐ Weather
- ☐ Whitewater
- ☐ Wilderness Survival
- ☐ Wood Carving
- ☐ Woodwork

Other skills and activities I could assist in for the older-Scout program:

- ☐ Backpacking
- ☐ Basketball
- ☐ Bowling
- ☐ Business
- ☐ Cross-country skiing
- ☐ Cycling
- ☐ Downhill skiing
- ☐ Fishing
- ☐ Freestyle biking
- ☐ Golf
- ☐ Hockey
- ☐ Kayaking
- ☐ Mechanics
- ☐ Mountain man
- ☐ Orienteering
- ☐ Rafting
- ☐ Rappelling
- ☐ Sailing
- ☐ Scuba diving
- ☐ Shooting sports
- ☐ Slow-pitch softball
- ☐ Snow camping
- ☐ Soccer
- ☐ Spelunking
- ☐ Survival
- ☐ Swimming
- ☐ Tennis
- ☐ Video/photography
- ☐ Volleyball
- ☐ Whitewater canoeing
- ☐ Windsurfing



INDIVIDUAL SCOUT RECORD

PERSONAL DATA

Name _____

Address _____

City _____ State, zip code _____

Phone _____ Date of birth _____

Church or synagogue _____

School _____

_____

Parent's name _____

Business address _____

City _____ State, zip code _____

Business phone _____ Occupation _____

TROOP/TEAM

NO. _____

PATROL

_____

_____

_____

MEMBERSHIP

Cub Scout—from _____ to _____ Rank _____

Webelos Scout—from _____ to _____

Pack No. _____ City _____ State _____

Became Boy Scout (registered) . . . . . _____ Date

Transfer in . . . . . _____ Date

Transfer out . . . . . _____ Date

Became Varsity Scout or Venturer . . . _____ Date

ORDER OF THE ARROW

Election . . . . . _____ Date

Ordeal . . . . . _____ Date

Brotherhood . . . . . _____ Date

Vigil Honor . . . . . _____ Date

ATTENDANCE AND DUES

T = PRESENT AT TROOP MEETING
S = PRESENT AT SERVICE PROJECT
A = PRESENT AT TROOP, DISTRICT, OR COUNCIL ACTIVITY
H = PRESENT ON TROOP HIKE
C = PRESENT AT OVERNIGHT CAMP
C^3 = (Numeral indicates number of days and nights in camp)
10¢, 15¢, 25¢, 50¢, $1 = AMOUNT PAID ON DATE SHOWN
✓ = DUES PAID AHEAD OR BACK

YEAR	ATTENDANCE								DUES				
DATE →													
JAN.													
DATE →													
FEB.													
DATE →													
MAR.													
DATE →													
APR.													
DATE →													
MAY													
DATE →													
JUNE													
DATE →													
JULY													
DATE →													
AUG.													
DATE →													
SEPT.													
DATE →													
OCT.													
DATE →													
NOV.													
DATE →													
DEC.													

YEAR	ATTENDANCE								DUES				
DATE →													
JAN.													
DATE →													
FEB.													
DATE →													
MAR.													
DATE →													
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DEC.													

YEAR	ATTENDANCE								DUES				
DATE →													
JAN.													
DATE →													
FEB.													
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DATE →													
AUG.													
DATE →													
SEPT.													
DATE →													
OCT.													
DATE →													
NOV.													
DATE →													
DEC.													

Scout's last name

TROOP POSITIONS OF RESPONSIBILITY

	From (Date)	To (Date)
Den chief		
Librarian		
Quartermaster		
Scribe		
Historian		
Instructor		
Varsity program manager		
Chaplain aide		
Varsity team captain		
Varsity team co-captain		
Varsity team secretary		
Patrol leader		
Squad leader		
Assistant senior patrol leader		
Senior patrol leader		
Troop guide		
Junior assistant Scoutmaster		

Note: Each of the positions of responsibility listed above can help fulfill requirements for the Eagle Scout Award.

MERIT BADGE LIST

1. Camping
2. Citizenship in the Community
3. Citizenship in the Nation
4. Citizenship in the World
5. Communications
39. Cycling
6. Emergency Preparedness
7. Environmental Science
129. Family Life
8. First Aid
61. Hiking
9. Lifesaving
10. Personal Fitness
11. Personal Management
14. Swimming
15. American Business
17. American Cultures
16. American Heritage
121. American Labor
18. Animal Science
132. Archaeology
19. Archery
20. Architecture
21. Art
22. Astronomy
23. Athletics
127. Auto Mechanics
25. Aviation
26. Backpacking
27. Basketry
29. Bird Study
32. Bugling
33. Canoeing
34. Chemistry
126. Cinematography
133. Climbing
35. Coin Collecting
137. Composite Materials
128. Collections
36. Computers
38. Cooking
131. Crime Prevention
40. Dentistry
60. Disabilities Awareness
41. Dog Care
42. Drafting
43. Electricity
44. Electronics
45. Energy
46. Engineering
134. Entrepreneurship
48. Farm Mechanics
49. Fingerprinting
50. Fire Safety
51. Fish and Wildlife Management
52. Fishing
136. Fly-Fishing
54. Forestry
55. Gardening
56. Genealogy
58. Geology
59. Golf
122. Graphic Arts
62. Home Repairs
63. Horsemanship
64. Indian Lore
65. Insect Study
66. Journalism
67. Landscape Architecture
68. Law
69. Leatherwork
71. Mammal Study
130. Medicine
74. Metalwork
75. Model Design and Building
76. Motorboating
77. Music
78. Nature
24. Nuclear Science
79. Oceanography
80. Orienteering
81. Painting
82. Pets
83. Photography
84. Pioneering
85. Plant Science
86. Plumbing
87. Pottery
89. Public Health
90. Public Speaking
91. Pulp and Paper
93. Radio
94. Railroading
95. Reading
96. Reptile and Amphibian Study
123. Rifle Shooting
98. Rowing
12. Safety
99. Salesmanship
100. Scholarship
101. Sculpture
124. Shotgun Shooting
103. Skating
105. Small-Boat Sailing
135. Snow Sports
106. Soil and Water Conservation
107. Space Exploration
13. Sports
108. Stamp Collecting
109. Surveying
110. Textile
111. Theater
112. Traffic Safety
113. Truck Transportation
114. Veterinary Medicine
115. Waterskiing
116. Weather
125. Whitewater
117. Wilderness Survival
118. Wood Carving
119. Woodwork

Merit badges on required list for Eagle are in boldface.

ADVANCEMENT REQUIREMENTS

Enter date earned for each merit badge, rank, and individual requirement. Indicate specific skills and merit badges earned for each rank.

BOY SCOUT

	Date
1. Joining requirements	
2. Scoutmaster conference	

TENDERFOOT RANK

	Date
1. Preparing to camp	
2. Overnight camp	
3. Preparing a meal	
4a. Whipping and fusing rope	
4b. Tying hitches	
5. Safe hiking rules	
6. Care of the flag	
7. Scouting principles	
8. Patrol knowledge	
9. Buddy system	
10a. Physical test	
10b. Physical improvement	
11. Poisonous plants	
12a. Heimlich maneuver	
12b. First aid	
13. Scout spirit	
14. Scoutmaster conference	
15. Board of review	

SECOND CLASS RANK

	Date
1a. Map and compass use	
1b. Map and compass hike	
2a. Troop/patrol activities	
2b. Tent pitching	
2c. Wood tools	
2d. Cooking fire	
2e. Lightweight stoves	
2f. Lighting a fire and stove	
2g. Preparing a meal	
3. Care of the flag	
4. Service project	
5. Animal identification	
6a. "Hurry" cases	
6b. First-aid kit	
6c. First aid	
7a. Safe swimming	
7b. Swimming skills	
7c. Water rescue methods	
8. Health programs	
9. Scout spirit	
10. Scoutmaster conference	
11. Board of review	

FIRST CLASS RANK

	Date
1. Finding your way	
2. Orienteering	
3. Troop/patrol activities	
4a. Planning a menu	
4b. Purchasing food	
4c. Cooking gear	
4d. Safe handling of food	
4e. Camp cooking	
5. Citizenship	
6. Plant identification	
7a. Appropriate use of lashings	
7b. Hitches and lashings	
7c. Camp gadget	
8a. Bowline knot	
8b. Bandages	
8c. Transporting a victim	
8d. CPR	
9a. Safe trip afloat	
9b. BSA swimmer test	
9c. Line rescue	
10. Scout spirit	
11. Inviting a friend	
12. Scoutmaster conference	
13. Board of review	

STAR RANK

	Date
1. Participation	
2. Scout spirit	
3. _____ merit badge*	
_____ merit badge*	
_____ merit badge*	
_____ merit badge*	
_____ merit badge	
_____ merit badge	
4. Service projects	
5. Leadership	
6. Scoutmaster conference	
7. Board of review	

*Total of 6 merit badges, including any 4 from required list for Eagle.

LIFE RANK

	Date
1. Participation	
2. Scout spirit	
_____ merit badge*	
_____ merit badge*	
_____ merit badge*	
_____ merit badge	
_____ merit badge	
4. Service projects	
5. Leadership	
6. Scoutmaster conference	
7. Board of review	

*Total of 11 merit badges, including any 3 more from required list for Eagle.

EAGLE SCOUT AWARD

	Date
1. Participation	
2. Scout spirit	
3. _____ merit badge*	
_____ merit badge*	
_____ merit badge*	
_____ merit badge*	
_____ merit badge*	
_____ merit badge	
_____ merit badge	
_____ merit badge	
_____ merit badge	
_____ merit badge	
4. Leadership	
5. Service project leader	
6. Scoutmaster conference	
7. Board of review	

*Total of 21 merit badges, including 12 (at least one in each category) from the required list for Eagle. See *Boy Scout Requirements* for categories.

BRONZE PALM

_____
Date

GOLD PALM

_____
Date

SILVER PALM

_____
Date

34518B 2006 Boy Scouts of America

FIRST CLASS—FIRST YEAR
TRACKING SHEET

Date _____

Name _____ Date joined _____ Class goal _____
(Date)

Category	Goal Attainment* Trp	Out	Own	Requirements Rank	Number	Date Scheduled	Date Completed
Outdoor							
	x	x		T	1	_____	_____
		x		T	2	_____	_____
		x		T	3	_____	_____
	x	x		T	4a	_____	_____
	x	x		T	4b	_____	_____
	x	x		T	5	_____	_____
	x	x		T	11	_____	_____
		x		S	1a	_____	_____
		x		S	1b	_____	_____
		x		S	2a	_____	_____
		x		S	2b	_____	_____
		x		S	2c	_____	_____
		x		S	2d	_____	_____
	x	x		S	2e	_____	_____
		x		S	2f	_____	_____
		x		S	2g	_____	_____
	x	x		S	5	_____	_____
	x	x		F	1	_____	_____
		x		F	2	_____	_____
		x		F	3	_____	_____
	x	x		F	4a	_____	_____
	x	x		F	4b	_____	_____
	x	x		F	4c	_____	_____
	x	x		F	4d	_____	_____
		x		F	4e	_____	_____
	x	x		F	6	_____	_____
	x	x		F	7a	_____	_____
	x	x		F	7b	_____	_____
	x	x		F	7c	_____	_____
Physical fitness							
	x	x	x	T	10a	_____	_____
	x	x	x	T	10b	_____	_____
	x	x		S	7a	_____	_____
	x	x		S	7b	_____	_____
	x	x		S	7c	_____	_____
	x	x		S	8	_____	_____
	x	x		F	9a	_____	_____
	x	x		F	9b	_____	_____
	x	x		F	9c	_____	_____

*Goal attainment—locations where Scout may work on his rank requirements:
Trp — Troop meetings
Out — Outings
Own — On his own

Category	Goal Attainment* Trp	Out	Own	Requirements Rank	Number	Date Scheduled	Date Completed
Citizenship							
	x	x		T	6	_____	_____
	x	x		T	12a	_____	_____
	x	x		T	12b	_____	_____
	x	x	x	S	3	_____	_____
	x	x	x	S	4	_____	_____
	x	x		S	6a	_____	_____
	x	x		S	6b	_____	_____
	x	x		S	6c	_____	_____
	x	x	x	F	5	_____	_____
	x	x		F	8a	_____	_____
	x	x		F	8b	_____	_____
	x	x		F	8c	_____	_____
	x	x		F	8d	_____	_____
Patrol/troop participation							
	x			T	8	_____	_____
	x			S	9	_____	_____
	x			F	10	_____	_____
Personal development							
	x	x		T	7	_____	_____
	x		x	T	9	_____	_____
			x	T	13	_____	_____
			x	S	10	_____	_____
			x	F	11	_____	_____
Completed							
				Tenderfoot		_____	_____
				Second Class		_____	_____
				First Class		_____	_____

*Goal attainment—locations where Scout may work on his rank requirements:
Trp — Troop meetings
Out — Outings
Own — On his own

BOY SCOUTS OF AMERICA®

34118B
2002 Printing

PERSONAL HEALTH AND MEDICAL RECORD FORM—Class 3

BOY SCOUTS OF AMERICA

All Class 3 activities require a health examination within the past 12 months by a licensed health-care practitioner.* This includes youth and adult members participating in high-adventure activities, athletic competition, and world jamborees. Annually, this form is to be used by adults 40 years of age or older for all activities requiring a physical examination and applies to ***all*** Wood Badge participants/staff regardless of age.

PLEASE TYPE OR PRINT.

NAME _____ UNIT _____

NOTE: Keep original form for your personal record. Make reproductions for agency use. Be sure information and signatures are legible on reproduced copies. This upper section may be reproduced and carried with you for emergency identification and care.

I. IDENTIFICATION

Age_____ Sex_____

Date of Birth* (Mo. Day Year)

Name_____
Last name First name Initial

Address _____

City & State _____ Zip _____

Health/Accident insurance _____ Policy no. _____

IN AN EMERGENCY NOTIFY:

Name _____ Relationship _____

Address _____ Home phone

City & State _____ Business phone

Personal Physician _____ Phone

II. EMERGENCY MEDICAL INFORMATION

Has or is subject to (check and give details):

☐ Allergy to a medicine, food†, plant, animal, or insect toxin
☐ Any condition that may require special care, medication, or diet
☐ ADHD (Attention Deficit Hyperactive Disorder)
☐ Asthma ☐ Convulsions ☐ Heart trouble ☐ Contact lenses
☐ Diabetes† ☐ Fainting spells ☐ Bleeding disorders ☐ Dentures

EXPLAIN _____

III. PARENTAL STATEMENT

Has it ever been necessary to restrict applicant's activities for medical reasons? ☐ No ☐ Yes Does applicant take medicine regularly or have special care? ☐ No ☐ Yes If yes, explain.

_____

To the best of my knowledge, the information in sections I, II, III, IV, and VI is accurate and complete. I request a licensed health-care practitioner to examine applicant, to give needed immunization, and to furnish requested information to other agencies as needed. I give my permission for full participation in BSA programs, subject to limitations noted herein. In the event of illness or accident in the course of such activity, I request that measures be instituted without delay as judgment of medical personnel dictates.

Parent or guardian _____
(Must sign if applicant is 18 or younger)

Applicant's signature _____

Date signed _____

Updated _____ Signed _____
Parent or guardian

Updated _____ Signed _____
Parent or guardian

IV. IMMUNIZATIONS

If disease, put "D" and year.

	Last year given
Tetanus	
Diphtheria	
Pertussis	
Measles	
Mumps	
Rubella	
Polio	
Chicken Pox	

Religious preference

V. LICENSED HEALTH-CARE PRACTITIONER'S EVALUATION AND ADVICE

Approved for participation in:

☐ Hiking and camping ☐ Water activities
☐ Competitive sports ☐ All activities

Specify exceptions _____

Recommendations (explain any restrictions OR limitations): _____

_____

_____

Date _____

Signed _____
*Licensed health-care practitioner

*Examinations conducted by licensed health-care practitioners other than physicians will be recognized for BSA purposes in those states where such practitioners may perform physical examinations within their legally prescribed scope of practice.

VI. MEDICAL HISTORY

Parent (or applicant if 18 or older): Fill in sections I, II, III, IV, and VI *before seeing a licensed health-care practitioner.* Check immunizations to be given at this time. Be sure to include any emergency information and restrictions or special care that should be observed. Especially be sure to record any injuries, illnesses, surgery, or significant changes in condition of health of applicant since last complete examination.

- Date of most recent complete physical examination (month and year) _____ 20_____
- Are you aware of any current health problems? ☐ No ☐ Yes
- Now under medical care or taking medicines? ☐ No ☐ Yes
- Has there been any surgery, injury, illness, allergy, or change in health status since last complete physical examination? ☐ No ☐ Yes

Give dates and full details below for any "yes" answers.

IS THERE DISEASE OF (OR PAST OR PRESENT HISTORY OF):	No	Yes	Year	Details/Medicines
Serious illness	☐	☐		
Serious injury	☐	☐		
Deformity	☐	☐		
Surgery	☐	☐		
Skin, glands	☐	☐		
Ears, eyes	☐	☐		
Nose, sinus	☐	☐		
Teeth, tonsils	☐	☐		
Dentures	☐	☐		
Bridge	☐	☐		
Chest, lungs	☐	☐		
Heart	☐	☐		
Murmur	☐	☐		
Rheumatic fever	☐	☐		
Stomach, bowels	☐	☐		
Appendicitis	☐	☐		
Kidneys or urine	☐	☐		
Albumin	☐	☐		
Sugar	☐	☐		
Infection	☐	☐		
Bed-wetting	☐	☐		
Menstrual problems	☐	☐		
Hernia (rupture)	☐	☐		
Back, limbs, joints	☐	☐		
Sleepwalking	☐	☐		
Nervous condition	☐	☐		
Other (explain)	☐	☐		

Please list ALL medications taken in the 30 days **prior** to arrival at the Scouting activity where this form is to be used:

_____

_____

_____

VII. HEALTH EXAMINATION

Licensed Health-Care Practitioner:

The applicant will be participating in a strenuous activity that will include one or more of the following conditions: athletic competition, adventure challenge or wilderness expedition (afoot or afloat) that may include high altitude, extreme weather conditions, cold water, exposure, fatigue, and/or remote conditions where readily available medical care cannot be assured.

- Please insist applicant furnish complete medical history (VI) before exam.
- Review immunizations; for youth (18 or younger) tetanus and diphtheria toxoids, measles, mumps, and rubella vaccines, and trivalent oral polio vaccine are required; youths and adults must have had tetanus booster within 10 years. A measles booster is recommended at age 12.
- After completing section VII, summarize any restrictions and/or recommendations in sections II and V, above, and sign.

Date _____ VISION: HEARING:

Ht. _____ Wt. _____ Normal _____ Normal _____

B.P._____ / _____ Pulse_____ Glasses _____ Abnormal _____

Contacts _____

Check box if normal; circle if abnormal and give details below:

☐ Growth, development ☐ Teeth, tonsils ☐ Genitourinary
☐ Skin, glands, hair ☐ Respiratory ☐ Skeletomuscular
☐ Head, neck, thyroid ☐ Cardiovascular ☐ Neuropsychiatric
☐ Eyes, ears, nose ☐ Abdomen, hernia, rings ☐ Other (specify)

COMMENTS _____

_____

_____

_____

_____

_____

FOR THOSE ATTENDING PHILMONT OR NATIONAL HIGH-ADVENTURE BASES:

* The minimum age for all participants is 13 by January 1 of the year of participation, or have completed the seventh grade. No exceptions.

† Trail food is by necessity a high-carbohydrate, high-calorie diet. It is high in wheat, milk products, sugar, corn syrup, and artificial coloring/flavoring. Dinner meals contain meat. If these food products cause a problem in your diet, you need to bring appropriate substitutions with you and so advise base personnel.

Note: Licensed health-care practitioners representing high-adventure bases reserve the right to deny access to the trails or other program activity on the basis of a medical evaluation performed at the base after arrival.

34412B 2004 Printing

REVIEW FOR CAMP OR SPECIAL ACTIVITY

DATE	AGENCY AND ACTIVITY	BY	"OK"	PHYSICIAN RECHECK NEEDED	RESULTS OF RECHECK	INITIAL

INTERVAL RECORD (CAMP, CAMPOREE, TOURNAMENT, TRAVEL, ETC.)

DATE, TIME, PLACE, ETC.	FINDINGS, DIAGNOSES, TREATMENT, INSTRUCTIONS, DISPOSITION, ETC.	BY:

LEADERSHIP TRANSFER NOTICE

Mail this form directly to the individual's new council or if this is not known, mail the form to Registration Service, S218, Boy Scouts of America, 1325 West Walnut Hill Lane, P.O. Box 152079, Irving, TX 75015-2079.

Region	Council No.

CHECK

☐ This individual, registered in this council, has rendered valuable service and is now moving to your area. I would recommend a contact by a Scouter in your council to provide the opportunity to continue Scouting.

OR

☐ This individual, applying for registration, has indicated previous registration in your council. Please complete this form and return it to the address at the bottom of this page.

Name _____

New address _____

Former address _____

Occupation _____

Present Scouting position _____ Expire date _____

Highest youth rank achieved _____

Circle individual's strength(s).

Boy leadership, supervisory leadership, district commissioner, unit commissioner, administrative positions, training, finance, Cub Scouting, Boy Scouting, Varsity Scouting, Venturing, camping, special events, unit organization, other (specify) _____

ADULT REGISTRATION RECORD

Position	Unit	Local Council	From	To

TRAINING COURSES COMPLETED AND SPECIAL AWARDS RECEIVED

Name of Training Course or Special Award	Date

Date _____ Signed _____
Scout Executive

New Council Name _____

Address _____ Zip Code _____

SEE OTHER SIDE FOR TRANSFER FORM (YOUTH MEMBER)

TRANSFER FORM

(YOUTH MEMBER)

PROCEDURE FOR TRANSFER

1. Unit leader issues transfer form to each member transferring to another unit in the same or another council.
2. Unit leader approves transfer form and includes complete Scouting record.
3. Member presents transfer form to unit leader of unit being joined.
4. Leader of the new unit registers member on proper application.

INFORMATION FROM UNIT THAT MEMBER IS LEAVING

Please transfer _____

from _____ (Pack, Troop, Team, Crew, Ship) No. _____ of _____ (City and State)

This member is registered in this unit until _____ (Expire date) *Boys' Life* subscription expires _____

Reason for transferring _____

REGISTRATION RECORD

Type of unit	Number	City and State	From	To

SCOUTING HISTORY

Cub Scout Record

Bobcat _____

Tiger Cub _____

Wolf _____

Bear _____

Webelos _____

Arrow of Light _____

Boy Scout/Varsity Scout Record

Boy Scout _____

Tenderfoot _____

Second Class _____

First Class _____

Star _____

Life _____

Eagle _____

Palms _____

Varsity Scout Record

Letter _____

Venturing Record

Bronze _____

Gold _____

Silver _____

Ranger _____

Sea Scout Ranks

Apprentice _____

Ordinary _____

Able _____

Quartermaster _____

Camping History

Number of days _____

Long-term _____

Short-term _____

Activity Badges and Merit Badges (Give award and date.)

Offices Held and other Honors Secured, Including Order of the Arrow

I hereby certify to the correctness of the above record. _____ (Unit leader) _____ (Date)

SEE OTHER SIDE FOR LEADERSHIP TRANSFER NOTICE

No. 28-401S

15m405

THE 50-MILER PROGRAM

The primary objective of this program is to stimulate Boy Scout, Varsity Scout, and Venturer interest in the ideals of the movement and to promote activity that will result in personal fitness, self-reliance, knowledge of wood lore, and a practical understanding of conservation.

Chartered unit participation is most desirable; however, provisional groups are eligible. This award does not apply if any other award is available for a trip.

The Boy Scout, Varsity Scout, or Venturing unit or provisional group must follow these rules for a 50-Miler trip:

- Select a suitable trail or waterway.
- Adult leaders 21 or older must make the entire trip.
- If the trip is 500 miles or more from homes of group members (local council camp excepted) or crosses national boundaries and into the territory of other nations, a National Tour Permit Application, No. 4419B, is necessary. For trips and overnight camps less than 500 miles, use a Local Tour Permit Application, No. 34426B.

Award Requirements

The 50-Miler Award is presented to each qualifying individual for satisfactory participation in an approved trip. In order to qualify for the award, the group of which the individual is a member must fulfill all of the following requirements:

1. Make complete and satisfactory plans for the trip, including the possibilities of advancement.
2. Cover the trail or canoe or boat route of not less than 50 consecutive miles; take a minimum of five consecutive days to complete the trip without the aid of motors. (In some areas pack animals may be used.)
3. During the time on the trail or waterway, complete a minimum of 10 hours each of group work on projects to improve the trail, springs, campsite, portage, or area. If, after checking with recognized authorities, it is not possible to complete 10 hours each of group work on the trail, a similar project may be done in the unit's home area. (There should be no unauthorized cutting of brush or timber.)
4. Unit or tour leader must then file the 50-Miler Award application with the local council service center.

Detach and send the report below to your local council service center.

50-MILER AWARD APPLICATION

(Note: This award does not apply if any other award is available for this trip.)

To: Local Council Only (Do not send to national office.)

Unit No._____ Tour Permit No._____

Provision group _____ (check)

District_____

Local Council Action

Approved_____ Disapproved_____

1. Name of trail or waterway_____
   Give state and nearest town.

   From _____ to _____ (minimum of five consecutive days required)
   Date Date

2. Trip was (check appropriate terms) ☐ by boat ☐ by canoe ☐ on foot ☐ by bicycle ☐ by horseback

3. Trail or waterway covered: from _____ to _____
   Starting point Finishing point

   Total mileage_____ (must be at least 50 continuous miles)

4. This group completed 10 hours of trail work, as follows. (Give details as to type of Good Turn, such as clearing trail, repairing bridges, cleaning up campsites and springs, leaving wood supply, etc.) _____

   _____

5. Total Boy Scouts, Varsity Scouts, Venturers, and leaders eligible for the 50-Miler Award _____

6. Enter our order for _____ decals, No. 33490 _____ embroidered awards, No. 00191 _____ leather awards, No. 00241

   _____ Staff Shield, No. 14131 (Contact your local council service center for current prices.)

Approved_____
Unit or tour leader

(NOTE: Embroidered and leather awards are not worn on uniforms but may be attached to tents, packs, or blankets. Decals may be used on canoes, paddles, or plaques.)

_____
Address Phone

34408A 2004 Boy Scouts of America

THE HISTORIC TRAILS PROGRAM

Love of America and devotion to our country depend upon a thorough appreciation of the ideals, principles, and traditions that have made our country strong. Historic Trails Award requirements emphasize cooperation between historic societies and Boy Scout, Varsity Scout, and Venturing units. A unit should establish a close relationship with a local society as soon as possible when planning a historic activity—most communities have such societies.

Reports from many units indicate that these societies have been eager to offer their cooperation by

- Suggesting trails or sites that are suitable for unit historic activities and exploration
- Providing units with historic information about the trails or sites
- Offering guidance to units during restoration and marking projects
- Financing the cost of materials used by units for restoration and marking projects
- Staging historic pageants and ceremonies with unit participation
- Directing public attention to unit historic activities through newspapers, television, and radio

If the trip is 500 miles or more from homes of group members (local council camp excepted) or crosses national boundaries and into the territory of other nations, a National Tour Permit Application, No. 4419B, is necessary. For trips and overnight camps less than 500 miles, use a Local Tour Permit Application, No. 34426B.

Award Requirements

To earn the award, members of your unit must plan and participate in a historic activity. A unit historic activity requires members to

1. Locate a historic trail or site and study information relating to it. (The information may be obtained from an adult historic society, public library, or people living near the trail or site.)
2. Hike or camp two days and one night along the trail or in the vicinity of the site.
3. Cooperate with an adult group such as a historic society to restore and mark all or part of this trail or site. (This may be done during the hike or overnight camp.) Or cooperate with such a group to plan and stage a historic pageant, ceremony, or other public event related to this trail or site—such an event should be large enough to merit coverage by the local press.

Your unit leader must then file the Historic Trails Award application with your local council service center.

Detach and send the report below to your local council service center.

HISTORIC TRAILS AWARD APPLICATION

(Note: Only chartered units may apply for this award. This award does not apply if any other award is available for this trip.)

To: Local Council Only (Do not send to national office.)

Unit No._____ Tour Permit No._____

District_____

_____

Local Council Action

Approved_____ Disapproved_____

1. Name of historic trail or site covered_____
   Give state and nearest town.

   From _____ to _____ (two days and one night required)
   Date Date

2. Type of historic observance, pageant, dedication, etc., in which unit participated _____

   _____ **OR** type of historic project carried out (such as erecting marker,

   plaque, sign, etc.) _____
   (Note: Unit must have done either activity above.)

3. Name of local historic society or association with which the unit cooperated in this event _____

   _____

4. Total number of Boy Scouts, Varsity Scouts, Venturers, and leaders eligible for the Historic Trails Award _____

5. Enter our order for _____ embroidered awards, No. 00188 _____ leather awards, No. 00244

(Contact your local council service center for current prices.)

(NOTE: Embroidered and leather awards are not worn on uniforms but may be attached to tents, packs, blankets.)

34408A 2003 Boy Scouts of America

Approved_____
Unit or tour leader

_____
Address Phone

BOY SCOUTS OF AMERICA

NATIONAL PRESIDENT'S SCOUTMASTER AWARD OF MERIT

Background

Shortly after the National Eagle Scout Association was established in 1972, it began to make available a NESA Scoutmaster Award. The award was presented to one Scoutmaster per BSA area each year. These Scoutmasters' records demonstrated proper use of Boy Scout advancement, and a significant number of their Boy Scouts attained the Eagle Scout rank. This award was discontinued on December 31, 1987.

The president of the Boy Scouts of America requested that NESA convert its award into a Scoutmaster Award of Merit that could be earned by all Scoutmasters. His rationale was that there is a need for recognizing Scoutmasters relatively early in their work in that position, before they qualify for the Scouter's Key.

Requirements

The nominee need not be an Eagle Scout but must:

1. Be a currently registered Scoutmaster who has served in that position for at least 18 months.
2. Have achieved the Quality Unit Award at least once during the period of service.
3. Have completed Boy Scout Leader Fast Start Orientation, New Leader Essentials, Scoutmaster and Assistant Scoutmaster Leader Specific Training, and Introduction to Outdoor Leader Skills.
4. Have a record of proper use of the Boy Scout advancement program, resulting in a majority of Boy Scouts in the troop attaining the First Class rank.
5. Have a record of
   - Development of youth leadership through the patrol method
   - Positive relations with the troop's chartered organization
   - An extensive outdoor program including strong summer camp attendance
   - A positive image of Scouting in the community
   - A troop operation that attracts and retains Boy Scouts

Procedure

The chair of the troop committee has the responsibility of nominating the Scoutmaster on behalf of the patrol leaders' council and the troop committee.

The nomination is certified by the unit commissioner and forwarded to the local council service center.

The nomination should be approved by the Scout executive and either the council NESA chair or the council commissioner.

The Scout executive will forward the nomination to the director of the National Eagle Scout Association at the national office.

Award

A full-color certificate will be provided by NESA free of charge. A cost of $1.50 per certificate will be charged for a certificate with the recipient's name laser-printed. Payment should accompany the order.

The National Eagle Scout Association will send the certificates to the Scout executive via pouch mail. Please allow two to four weeks for turnaround time.

A full-color, 6-inch jacket patch, No. 00147, is available through the Supply Division.

A square knot (white on tan) for the uniform, No. 05001, is available through the Supply Division.

Presentations

The award may be presented at an appropriate chartered organization or unit function with acknowledgment at a district or council event or at a district or council recognition event.

Note: Nominees may earn the Scoutmaster Award of Merit one time only.

SCOUTMASTER AWARD OF MERIT NOMINATION

Submit to your local council service center.

Nominee's name as it is to appear on certificate _____

Address _____

City _____ State _____ Zip _____

Inclusive dates of service as Scoutmaster (include month and year) _____

The nominee is a currently registered Scoutmaster with troop No. _____,

with a commission that expires on _____, 20 _____.

Date(s) troop received Quality Unit Award _____

Date nominee completed Boy Scout Leader Fast Start Orientation _____

Date nominee completed New Leader Essentials _____

Date nominee completed Scoutmaster and Assistant Scoutmaster Leader Specific Training _____

Date nominee completed Introduction to Outdoor Leader Skills _____

Attach the following:

- A list of Boy Scouts who became First Class Scouts during the nominee's tenure as a Scoutmaster
- A statement by the senior patrol leader on behalf of the patrol leaders' council and the troop committee chair attesting to the nominee's performance as Scoutmaster. (This statement is certified by the senior patrol leader and troop committee chair.)

Nominated by _____ Certified by _____
Troop committee chair — Unit/district commissioner

Date _____

Approved by _____ and _____
Scout executive — Council NESA chair or council commissioner

With Pleasure, Pride, and Gratitude, the
PRESIDENT, BOY SCOUTS OF AMERICA
Joins with the
NATIONAL EAGLE SCOUT ASSOCIATION
In Recognizing the Devotion of
By Tendering This
SCOUTMASTER AWARD OF MERIT
For service with
Enthusiasm, Wisdom, Experience, and Understanding
Resulting in a Dynamic Boy Scout Troop Operation
President
Chief Scout Executive
President, National Eagle Scout Association

34403B • 2003 Boy Scouts of America

ADVANCEMENT REPORT
(PACK, TROOP, TEAM, CREW, SHIP)
BOY SCOUTS OF AMERICA

☐ Pack	☐ Troop	☐ Team	☐ Crew	☐ Ship	No.	District
Leader					Address	
City			State		Zip	
Expiration date of unit			Date awards needed			
Date this report forwarded to council service center						

FOR COUNCIL SERVICE CENTER USE ONLY
Report received
Certificates issued
Mailed or issued to
Date mailed
Record posted

1. Advancement procedures:

   Packs. After Den Advancement Reports, No 33847, are received from den leaders, this form is completed for the entire pack.

   Troops/Teams. All Boy Scouts or Varsity Scouts ready for advancement must appear personally before a board of review composed of at least three members. An advancement report must be sent to the council service center immediately following each board of review. This report must be signed by at least three members of the board of review, including its chairman.

   Crews/Ships. Venturers/Sea Scouts should give their advancement applications to their Advisor or Skipper who, in turn, takes them to the crew/ship committee for approval, then prepares, signs, and forwards this advancement report to the council service center.
2. Only MEMBERS with unexpired membership certificates can be credited with advancement. Awards are not available to members of units whose charters have expired.
3. Fill in name and only one advancement award or merit badge on each line, but list all of one member's advancement consecutively.
4. Please attach applications for the Eagle Scout Award and the Venturing Gold, Silver, and Quartermaster awards to this report.
5. The pack, troop, team, or crew advancement committee member should interview youth members who are not advancing. List these individuals' names on bottom of form.
6. No Boy Scout advancement may be earned by female Venturers or by a Boy Scout, Varsity Scout, or male Venturer who has reached the age of 18.
7. Venturers may earn Venturing advancement through age 20.
8. Each merit badge counselor must be registered as a merit badge counselor with the BSA.

To: Council Advancement Committee

I certify that the following record of advancement is correct and that it meets the standards and requirements of the Boy Scouts of America, and that merit badge counselors are registered adult members of the BSA.

Signed _____ Title _____

For Boards of Review. Two additional signatures are required, plus the date the board of review was held.

_____

_____

Board of Review Date

Name	Date Award Earned	Badge of Rank, Merit Badge, or Award	Name	Date Award Earned	Badge of Rank, Merit Badge, or Award
1.			19.		
2.			20.		
3.			21.		
4.			22.		
5.			23.		
6.			24.		
7.			25.		
8.			26.		
9.			27.		
10.			28.		
11.			29.		
12.			30.		
13.			31.		
14.			32.		
15.			Youth interviewed who are not advancing		
16.					
17.					
18.					

Total different youth _____ Qualified for _____ awards

Forward white and yellow copies to council service center. Keep pink copy for unit files.

INSIGNIA PURCHASE ORDER

SHIP TO	Name	Address		
	City	State	Zip	For presentation on (date)

Reverse carbons before completing this side.

Quantity	Number	Badge	Price Each*	Total Amount
CUB SCOUT				
	41	Bobcat Pin		
	370	Bobcat (cloth)		
	371	Wolf (cloth)		
	30	Wolf Minature Pin		
	374	Bear (cloth)		
	31	Bear Miniature Pin		
	306	Gold Arrow Point		
	307	Silver Arrow Point		
	32	Webelos Miniature Pin		
	43	Webelos Badge (cloth)		
	44A	Arrow of Light (cloth)		
	463	Arrow of Light (metal)		
	115	Arrow of Light Miniature Pin		
	465A	Aquanaut Activity Badge		
	466A	Artist Activity Badge		
	467A	Athlete Activity Badge		
	468A	Citizen Activity Badge		
	495A	Communicator Activity Badge		
	469A	Craftsman Activity Badge		
	470A	Engineer Activity Badge		
	492A	Family Member Activity Badge		
	496A	Fitness Activity Badge		
	471A	Forester Activity Badge		
	472A	Geologist Activity Badge		
	493A	Handyman Activity Badge		
	473A	Naturalist Activity Badge		
	474A	Outdoorsman Activity Badge		
	494A	Readyman Activity Badge		
	475A	Scholar Activity Badge		
	476A	Scientist Activity Badge		
	477A	Showman Activity Badge		
	478A	Sportsman Activity Badge		
	479A	Traveler Activity Badge		
	458	Compass Points Emblem		
	459	Compass Points Device		
			Total	**$**
SEA SCOUTS				
	229	Apprentice (for blue uniform)		
	239	Apprentice (for white uniform)		
	228	Ordinary (for blue uniform)		
	238	Ordinary (for white uniform)		
	227	Able (for blue uniform)		
	237	Able (for white uniform)		
		Quartermaster	Restricted	
	5016	Quartermaster (blue knot on white)		
	5884	Quartermaster Patch		
	5805A	Quartermaster Miniature Pin		
	5806	Small-Boat Handler		
	5807	Qualified Seaman		
			Total	**$**

Quantity	Number	Badge	Price Each*	Total Amount
BOY SCOUT/VARSITY SCOUT				
	414	Scout (metal)		
	415	Scout (cloth)		
	116	Scout Miniature Pin		
	10	Tenderfoot (metal)		
	416	Tenderfoot (cloth)		
	119	Tenderfoot Miniature Pin		
	14	Second Class (metal)		
	417	Second Class (cloth)		
	120	Second Class Miniature Pin		
	17	First Class (metal)		
	418	First Class (cloth)		
	121	First Class Miniature Pin		
	92	Star (metal)		
	419	Star (cloth)		
	122	Star Miniature Pin		
	91	Life (metal)		
	420	Life (cloth)		
	123	Life Miniature Pin		
		Eagle	Restricted	
	489	Eagle (cloth)		
	5018	Eagle (knot on khaki)		
	124A	Eagle Miniature Pin		
	335	Bronze Palm		
	336	Gold Palm		
	337	Silver Palm		
	401	Merit Badges (attach list)		
	7820A	Venture Varsity Letter		
			Total	**$**

TOTAL AMOUNT OF ORDER $ _____

SALES TAX (where applicable) $ _____

TOTAL AMOUNT ENCLOSED $ _____

NOTE: Mothers are authorized to wear the miniature pin of their son's rank.

***Check with council service center for current prices.**

A restricted award can be ordered only on the application for that award.

OUTDOOR PROGRAM CHECKLIST

Date of Program _____ **Location** _____

I. Administration

( ) Tour permits

( ) Parents' permission/information

( ) Insurance

( ) Budget done

( ) Personal health histories

( ) Licenses (fishing, boats, etc.)

( ) Camp cost

( ) Local requirements

( ) Permits/reservations

( ) _____

II. Leadership

( ) Second leader _____

( ) Third leader _____

III. Transportation

( ) Driver _____

( ) Driver _____

( ) Driver _____

( ) Driver _____

( ) Equipment hauled by _____

IV. Location

( ) Maps to and from _____

( ) Driver time _____

( ) Special gear needed _____

( ) Arrival time _____

( ) Departure time _____

V. Equipment

( ) Personal _____ ( ) Program_____

( ) Troop _____ ( ) Emergency _____

( ) First-aid supplies _____

VI. Feeding

( ) Menu planned _____ ( ) Patrol duties roster _____

( ) Who buys food _____ ( ) Food storage _____

( ) Fuel supply _____

VII. Sanitation

( ) Drinking water _____ ( ) Human waste _____

( ) Dishwashing _____ ( ) Garbage disposal _____

VIII. Safety

( ) Nearest medical facility_____ ( ) Emergency no. _____

( ) Nearest town _____ ( ) First-aid provider in group _____

( ) Ranger contact _____ ( ) Police no. _____

IX. Program

( ) Program planned ( ) Long-term

( ) Short-term ( ) Rainy-day activities

( ) Special program equipment _____

( ) Patrol assignments

PID No. _____
(Required)

EAGLE SCOUT RANK APPLICATION

FOR COUNCIL USE ONLY	
COUNCIL NO.	TYPE OF UNIT
REGION C, N, S, W	NATIONAL NO.
NAME ON OFFICIAL REGISTRATION	

TO THE EAGLE SCOUT RANK APPLICANT. This application is to be completed after you have completed all requirements for the Eagle Scout rank. **Print in ink or type all information. List the month, day, and year for all dates.** When using computer date blocks list the date: July 8, 1970, as 07 (for July) 08 (for day) 70 (for year). When you have completed this application, sign it and submit it to your unit leader.

LIST YOUR FULL LEGAL NAME (UP TO 30 CHARACTERS ONLY).

Street or R.F.D. Address

City, State, Zip

Telephone (Including area code)

Troop, Team, Crew, or Ship Local No.

City, State, Zip

	Month	Day	Year
Date joined a Boy Scout troop			
Date became a Varsity Scout			
Date became a Venturer			
Date of First Class Scout board of review			
Date of Star Scout board of review			

Were you a Cub Scout? ☐ Yes ☐ No

Were you a Webelos Scout? ☐ Yes ☐ No

Did you earn the Arrow of Light Award? ☐ Yes ☐ No

Had you completed fifth grade upon joining? ☐ Yes ☐ No

AGE REQUIREMENT ELIGIBILITY. Merit badges, badges of rank, and Eagle Palms may be earned by a registered Boy Scout, Varsity Scout, or Venturer. **He may earn these awards until his 18th birthday**. Any Venturer who achieved the First Class rank as a Boy Scout in a troop or Varsity Scout in a team may continue working for the Star, Life, and Eagle Scout ranks and Eagle Palms while registered as a Venturer up to his 18th birthday. **Scouts and Venturers who have completed all requirements prior to their 18th birthday may be reviewed within three months after that date with no explanation.** Boards of review conducted between three and six months after the candidate's 18th birthday must be preapproved by the local council. A statement by an adult explaining the reason for the delay must be attached to the Eagle Scout Rank Application when it is submitted to the Eagle Scout Service. **The Boy Scout Division at the national office must be contacted for procedures to follow if a board of review is to be conducted more than six months after a candidate's 18th birthday.**

A Scout or Venturer with a disability may work toward rank advancement after he is 18 years of age. See *Advancement Committee Policies and Procedures* for details.

Date of birth ____ ____ ____ ____ ____ ____ (Month Day Year)

Date of Life Scout board of review ____ ____ ____ ____ ____ ____ (Month Day Year)

REQUIREMENT 1. Be active in your troop, team, crew, or ship for a period of at least six months after you have achieved the rank of Life Scout.

REQUIREMENT 2. Demonstrate that you live by the principles of the Scout Oath and Law in your daily life. List the names of individuals who know you personally and would be willing to provide a recommendation on your behalf.

	Name	Address	Telephone
Parents/guardians			
Religious			
Educational			
Employer (if any)			
Two other references			

REQUIREMENT 3. Earn a total of 21 merit badges (required badges are listed). List the month, day, and year the merit badge was earned.

MERIT BADGE	DATE EARNED	UNIT NO.	MERIT BADGE	DATE EARNED	UNIT NO.	MERIT BADGE	DATE EARNED	UNIT NO.
1 CAMPING			8 FIRST AID			15		
2 CITIZENSHIP IN THE COMMUNITY			*†9 CYCLING *OR* HIKING *OR* SWIMMING			16		
3 CITIZENSHIP IN THE NATION			10 PERSONAL MANAGEMENT			17		
4 CITIZENSHIP IN THE WORLD			†11 PERSONAL FITNESS			18		
5 COMMUNICATIONS			12 FAMILY LIFE			19		
*6 EMERGENCY PREPAREDNESS *OR* LIFESAVING			13			20		
7 ENVIRONMENTAL SCIENCE			14			21		

***Cross out badges not earned.** If a crossed-out badge was earned, it may be reentered in 13 through 21.
Four of these required merit badges were earned for the Star Scout rank and three more were earned for the Life Scout rank.

†Effective April 1, 1999.

REQUIREMENT 4. While a Life Scout, serve actively for a period of six months in one or more of the following positions of responsibility. **List only those positions served after Life board of review date.**

Boy Scout troop. Patrol leader, assistant senior patrol leader, senior patrol leader, troop guide, Order of the Arrow troop representative, den chief, scribe, librarian, quartermaster, junior assistant Scoutmaster, chaplain aide, instructor, historian, Venture patrol leader

Varsity Scout team. Captain, cocaptain, program manager, squad leader, team secretary, librarian, quartermaster, chaplain aide, instructor, den chief, Order of the Arrow team representative

Venturing crew/ship. President, vice president, secretary, treasurer, boatswain, boatswain's mate, yeoman, purser, storekeeper

Date of Life Scout board of review ☐☐☐☐☐☐ (Month Day Year)

Position _____ FROM ☐☐☐☐☐☐ (Month Day Year) TO ☐☐☐☐☐☐ (Month Day Year)

Position _____ FROM ☐☐☐☐☐☐ (Month Day Year) TO ☐☐☐☐☐☐ (Month Day Year)

REQUIREMENT 5. While a Life Scout, **plan, develop, and give leadership to others** in a service project helpful to any religious institution, any school, or your community. The project idea must be approved by your Scoutmaster and troop committee and by the council or district before you start. **You must use the *Eagle Scout Leadership Service Project Workbook,* No. 18-927, in meeting this requirement.**

Date project was completed ☐☐☐☐☐☐ (Month Day Year)

REQUIREMENT 6. Attach to this application a statement of your ambitions and life purpose and a listing of positions held in your religious institution, school, camp, community, or other organizations during which you demonstrated leadership skills. Include honors and awards received during this service. Take part in a Scoutmaster conference with your unit leader.

Date conference was held ☐☐☐☐☐☐ (Month Day Year)

CERTIFICATION BY APPLICANT. On my honor as a Scout/Venturer, all statements on this application are true and correct. All requirements were completed prior to my 18th birthday.

Signature of applicant _____ Telephone_____ Date ☐☐☐☐☐☐ (Month Day Year)

UNIT APPROVAL (personal signatures required)

Signature of unit leader _____ Telephone_____ Date ☐☐☐☐☐☐ (Month Day Year)

Signature of unit committee chair _____ Telephone_____ Date ☐☐☐☐☐☐ (Month Day Year)

BSA LOCAL COUNCIL CERTIFICATION. According to the records of this council, the applicant is a registered member of this unit and all dates listed are correct.

Signed_____ Position_____ Date ☐☐☐☐☐☐ (Month Day Year)

ACTIONS BY EAGLE SCOUT BOARD OF REVIEW. The applicant appeared before the Eagle Scout board of review on this date and this application was approved.

Review date ☐☐☐☐☐☐ (Month Day Year) This date will be used on the Eagle Scout credentials.

_____ Signature of board chairman

_____ Signature of council/district board representative (if applicable)

I certify that all procedures, as outlined in *Advancement Committee Policies and Procedures,* have been followed. I approve this application.

Scout Executive _____ Date ☐☐☐☐☐☐ (Month Day Year)

Presentation of the rank may not be made until the Eagle Scout credentials are received by the BSA local council.

NATIONAL EAGLE SCOUT ASSOCIATION. The National Eagle Scout Association is a fellowship of men who have achieved the Eagle Scout rank. Membership embraces the top achievers of the Boy Scouts of America. Benefits include a subscription to *Eagletter.* The journal keeps NESA members informed on Scouting in general and Eagle Scouting in particular.

Applications are available at your local council service center.

Regular five-year memberships are $25. Life memberships are $180.

EDITIONS OF THIS APPLICATION PREVIOUS TO THE 2000 REVISION SHOULD NOT BE USED.

EAGLE SCOUT SERVICE VALIDATION

2006 Boy Scouts of America

WORLD FRIENDSHIP FUND

Date: _____

TO: International Division
Boy Scouts of America
1325 West Walnut Hill Lane
P.O. Box 152079
Irving, TX 75015-2079

The members of the Scoutmastership Fundamentals (The Outdoor Program) have made a contribution to extend world friendship in a personal way.

*A check to World Friendship Fund in the amount of $ is enclosed.

Council name _____ No. _____

Council address _____

_____

_____

_____

(Signed) _____.
Course director

*(Request separate check from that for fees and supplies).
(Send direct to International Division).

TENDERFOOT RANK REQUIREMENTS

1. Present yourself to your leader, properly dressed, before going on an overnight camping trip. Show the camping gear you will use. Show the right way to pack and carry it.

2. Spend at least one night on a patrol or troop campout. Sleep in a tent you have helped pitch.

3. On the campout, assist in preparing and cooking one of your patrol's meals. Tell why it is important for each patrol member to share in meal preparation and cleanup, and explain the importance of eating together.

4a. Demonstrate how to whip and fuse the ends of a rope.

4b. Demonstrate that you know how to tie the following knots and tell what their uses are: two half hitches and the taut-line hitch.

5. Explain the rules of safe hiking, both on the highway and cross-country, during the day and at night. Explain what to do if you are lost.

6. Demonstrate how to display, raise, lower, and fold the American flag.

7. Repeat from memory and explain in your own words the Scout Oath, Law, motto, and slogan.

8. Know your patrol name, give the patrol yell, and describe your patrol flag.

9. Explain why we use the buddy system in Scouting.

10a. Record your best in the following tests: (Page 57)

Current results	**30 days later**
Push-ups _____	Push-ups _____
Pull-ups _____	Pull-ups _____
Sit-ups _____	Sit-ups _____
Standing long jump (_____ feet _____ inches)	Standing long jump (_____ feet _____ inches)
¼-mile walk/run _____	¼-mile walk/run _____

10b. Show improvement in the activities listed in requirement 10a after practicing for 30 days.

TENDERFOOT RANK REQUIREMENTS

11. Identify local poisonous plants; tell how to treat for exposure to them.
12a. Demonstrate the Heimlich maneuver and tell when it is used.
12b. Show first aid for the following: • Simple cuts and scratches • Blisters on the hand and foot • Minor burns or scalds (first-degree) • Bites or stings of insects and ticks • Venomous snakebite • Nosebleed • Frostbite and sunburn
13. Demonstrate Scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life.
14. Participate in a Scoutmaster conference.
15. Complete your board of review.

NOTE: Alternate requirements for the Tenderfoot rank are available for Scouts with physical or mental disabilities if they meet the criteria listed in the *Boy Scout Requirements* book, No. 33215.

SECOND CLASS RANK REQUIREMENTS

1a.	Demonstrate how a compass works and how to orient a map. Explain what map symbols mean.
1b.	Using a compass and a map together, take a 5-mile hike (or 10 miles by bike) approved by your adult leader and your parent or guardian.*
2a.	Since joining, have participated in five separate troop/patrol activities (other than troop/patrol meetings), two of which included camping overnight.
2b.	On one of these campouts, select your patrol site and sleep in a tent that you pitched.
2c.	On one campout, demonstrate proper care, sharpening, and use of the knife, saw, and ax, and describe when they should be used.
2d.	Use the tools listed in requirement 2c to prepare tinder, kindling, and fuel for a cooking fire.
2e.	Discuss when it is appropriate to use a cooking fire and a lightweight stove. Discuss the safety procedures for using both.
2f.	Demonstrate how to light a fire and a lightweight stove.
2g.	On one campout, plan and cook over an open fire one hot breakfast or lunch for yourself, selecting foods from the food pyramid. Explain the importance of good nutrition. Tell how to transport, store, and prepare the foods you selected.
3.	Participate in a flag ceremony for your school, religious institution, chartered organization, community, or troop activity.
4.	Participate in an approved (minimum of one hour) service project.
5.	Identify or show evidence of at least ten kinds of wild animals (birds, mammals, reptiles, fish, mollusks) found in your community.
6a.	Show what to do for "hurry" cases of stopped breathing, serious bleeding, and internal poisoning.
6b.	Prepare a personal first-aid kit to take with you on a hike.

***If you use a wheelchair or crutches, or if it is difficult for you to get around, you may substitute "trip" for "hike."**

SECOND CLASS RANK REQUIREMENTS

6c. Demonstrate first aid for the following:
- Object in the eye
- Bite of a suspected rabid animal
- Puncture wounds from a splinter, nail, and fishhook
- Serious burns (second-degree)
- Heat exhaustion
- Shock
- Heatstroke, dehydration, hypothermia, and hyperventilation

7a. Tell what precautions must be taken for a safe swim.

7b. Demonstrate your ability to jump feetfirst into water over your head in depth, level off and swim 25 feet on the surface, stop, turn sharply, resume swimming, then return to your starting place.

7c. Demonstrate water rescue methods by reaching with your arm or leg, by reaching with a suitable object, and by throwing lines and objects. Explain why swimming rescues should not be attempted when a reaching or throwing rescue is possible, and explain why and how a rescue swimmer should avoid contact with the victim.

8. Participate in a school, community, or troop program on the dangers of using drugs, alcohol, and tobacco and other practices that could be harmful to your health. Discuss your participation in the program with your family.

9. Demonstrate Scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life.

10. Participate in a Scoutmaster conference.

11. Complete your board of review.

NOTE: Alternate requirements for the Second Class rank are available for Scouts with physical or mental disabilities if they meet the criteria listed in the *Boy Scout Requirements* book, No. 33215.

FIRST CLASS
RANK REQUIREMENTS

1.	Demonstrate how to find directions during the day and at night without using a compass.
2.	Using a compass, complete an orienteering course that covers at least one mile and requires measuring the height and/or width of designated items (tree, tower, canyon, ditch, etc.).
3.	Since joining, have participated in ten separate troop/patrol activities (other than troop/patrol meetings), three of which included camping overnight.
4a.	Help plan a patrol menu for one campout that includes at least one breakfast, one lunch, and one dinner, and that requires cooking at least two of the meals. Tell how the menu includes the foods from the food pyramid and meets nutritional needs.
4b.	Using the menu planned in requirement 4a, make a list showing the cost and food amounts needed to feed three or more boys and secure the ingredients.
4c.	Tell which pans, utensils, and other gear will be needed to cook and serve these meals.
4d.	Explain the procedures to follow in the safe handling and storage of fresh meats, dairy products, eggs, vegetables, and other perishable food products. Tell how to properly dispose of camp garbage, cans, plastic containers, and other rubbish.
4e.	On one campout, serve as your patrol's cook. Supervise your assistant(s) in using a stove or building a cooking fire. Prepare the breakfast, lunch, and dinner planned in requirement 4a. Lead your patrol in saying grace at the meals and supervise cleanup.
5.	Visit and discuss with a selected individual approved by your leader (elected official, judge, attorney, civil servant, principal, teacher) your Constitutional rights and obligations as a U.S. citizen.
6.	Identify or show evidence of at least ten kinds of native plants found in your community.
7a.	Discuss when you should and should not use lashings.
7b.	Demonstrate tying the timber hitch and clove hitch and their use in square, shear, and diagonal lashings by joining two or more poles or staves together.

FIRST CLASS
RANK REQUIREMENTS

7c. Use lashing to make a useful camp gadget.
8a. Demonstrate tying the bowline knot and describe several ways it can be used.
8b. Demonstrate bandages for a sprained ankle and for injuries on the head, the upper arm, and the collarbone.
8c. Show how to transport by yourself, and with one other person, a person • From a smoke-filled room • With a sprained ankle, for at least 25 yards
8d. Tell the five most common signs of a heart attack. Explain the steps (procedures) in cardiopulmonary resuscitation (CPR).
9a. Tell what precautions must be taken for a safe trip afloat.
9b. Successfully complete the BSA swimmer test.
9c. With a helper and a practice victim, show a line rescue both as tender and as rescuer. (The practice victim should be approximately 30 feet from shore in deep water.)
10. Demonstrate Scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life.
11. Tell someone who is eligible to join Boy Scouts, or an inactive Boy Scout, about your troop's activities. Invite him to a troop outing, activity, service project, or meeting. Tell him how to join, or encourage the inactive Boy Scout to become active.
12. Participate in a Scoutmaster conference.
13. Complete your board of review.

NOTE: Alternate requirements for the First Class rank are available for Scouts with physical or mental disabilities if they meet the criteria listed in the *Boy Scout Requirements* book, No. 33215.

As you complete each requirement, ask your Scoutmaster or someone designated by your Scoutmaster to initial his or her approval.

STAR SCOUT RANK REQUIREMENTS

1. Be active in your troop and patrol for at least four months as a First Class Scout.

2. Demonstrate Scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life.

3. Earn six merit badges, including any four from the required list for Eagle.

Name of Merit Badge

_____ (required for Eagle)*

_____ (required for Eagle)*

_____ (required for Eagle)*

_____ (required for Eagle)*

_____

_____

4. While a First Class Scout, take part in service projects totaling at least six hours of work. These projects must be approved by your Scoutmaster.

5. While a First Class Scout, serve actively for four months in one or more of the following positions of responsibility (or carry out a Scoutmaster-assigned leadership project to help the troop):

Boy Scout troop. Patrol leader, assistant senior patrol leader, senior patrol leader, troop guide, Order of the Arrow troop representative, den chief, scribe, librarian, historian, quartermaster, bugler, junior assistant Scoutmaster, chaplain aide, or instructor.

Varsity Scout team. Captain, cocaptain, program manager, squad leader, team secretary, Order of the Arrow team representative, librarian, historian, quartermaster, chaplain aide, instructor, or den chief.

Venturing crew/Sea Scout ship. President, vice president, secretary, treasurer, boatswain, boatswain's mate, yeoman, purser, or storekeeper.

6. Take part in a Scoutmaster conference.

7. Complete your board of review.

***A Scout may choose any of the 15 required merit badges in the 12 categories to fulfill requirement 3. See page 180 of this book for a complete list of required badges for Eagle.**

LIFE SCOUT RANK REQUIREMENTS

1. Be active in your troop and patrol for at least six months as a Star Scout.

2. Demonstrate Scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life.

3. Earn five more merit badges (so that you have 11 in all), including any three more from the required list for Eagle.

Name of Merit Badge

_____ (required for Eagle)*

_____ (required for Eagle)*

_____ (required for Eagle)*

_____

_____

4. While a Star Scout, take part in service projects totaling at least six hours of work. These projects must be approved by your Scoutmaster.

5. While a Star Scout, serve actively for six months in one or more of the positions of responsibility listed in requirement 5 for Star Scout (or carry out a Scoutmaster-assigned leadership project to help the troop).

6. Take part in a Scoutmaster conference.

7. Complete your board of review.

***A Scout may choose any of the 15 required merit badges in the 12 categories to fulfill requirement 3. See page 180 of this book for a complete list of required badges for Eagle.**

EAGLE SCOUT RANK REQUIREMENTS

1. Be active in your troop, team, crew, or shop for at least six months as a Life Scout.

2. Demonstrate that you live by the principles of the Scout Oath and Law in your daily life. List the names of individuals who know you personally and would be willing to provide a recommendation on your behalf, including parents/guardians, religious, educational, and employer references.

3. Earn a total of 21 merit badges (10 more than you already have), including the following: (a) First Aid, (b) Citizenship in the Community, (c) Citizenship in the Nation, (d) Citizenship in the World, (e) Communications, (f) Personal Fitness, (g) Emergency Preparedness OR Lifesaving, (h) Environmental Science, (i) Personal Management, (j) Swimming OR Hiking OR Cycling, (k) Camping, and (l) Family Life.*

Name of Merit Badge

_____ (required for Eagle)

_____ (required for Eagle)

_____ (required for Eagle)

_____ (required for Eagle)

_____ (required for Eagle)

_____

_____

_____

_____

_____

***You must choose only one merit badge listed in items *g* and *j*. If you have earned more than one of the badges listed in items *g* and *j*, choose one and list the remaining badges to make your total of 21.**

EAGLE SCOUT RANK REQUIREMENTS

4. While a Life Scout, serve actively for a period of six months in one or more of the following positions of responsibility:

Boy Scout troop. Patrol leader, assistant senior patrol leader, senior patrol leader, troop guide, Order of the Arrow troop representative, historian, den chief, scribe, librarian, historian, quartermaster, junior assistant Scoutmaster, chaplain aide, or instructor.

Varsity Scout team. Captain, cocaptain, program manager, squad leader, team secretary, Order of the Arrow team representative, historian, librarian, quartermaster, chaplian aide, instructor, or den chief.

Venturing crew/Sea Scout ship. President, vice president, secretary, treasurer, boatswain, boatswain's mate, yeoman, purser, or storekeeper.

5. While a Life Scout, plan, develop, and give leadership to others in a service project helpful to any religious institution, any school, or your community. (The project should benefit an organization other than Boy Scouting.) The project idea must be approved by the organization benefiting from the effort, your Scoutmaster and troop committee, and the council or district before you start. You must use the Eagle Scout Leadership Service Project Workbook, BSA publication No. 18-927, in meeting this requirement.

6. Take part in a Scoutmaster conference.

7. Successfully complete an Eagle Scout board of review.

AGE REQUIREMENT ELIGIBILITY. Merit badges, badges of rank, and Eagle Palms may be earned by a registered Boy Scout, Varsity Scout, or Venturer. ***He may earn these awards until his 18th birthday.*** **Any Venturer who achieved the First Class rank as a Boy Scout in a troop or Varsity Scout in a team may continue working for the Star, Life, and Eagle Scout ranks and Eagle Palms while registered as a Venturer up to his 18th birthday.** ***Scouts and Venturers who have completed all requirements prior to their 18th birthday may be reviewed within three months after that date with no explanation.*** **Boards of review conducted between three and six months after the candidate's 18th birthday must be preapproved by the local council.**

A statement by an adult explaining the reason for the delay must be attached to the Eagle Scout Rank Application when it is submitted to the Eagle Scout Service. *The Boy Scout Division at the national office must be contacted for procedures to follow if a board of review is to be conducted more than six months after a candidate's 18th birthday.*

If you have a permanent physical or mental disability, you may become an Eagle Scout by qualifying for as many required merit badges as you can and qualifying for alternative merit badges for the rest. If you seek to become an Eagle Scout under this procedure, you must submit a special application to your local council service center. Your application must be approved by your council advancement committee *before you can work on alternative merit badges*.

A Scout or Venturer with a disability may work toward rank advancement after he is 18 years of age. See *Advancement Committee Policies and Procedures* for details.

EAGLE PALM REQUIREMENTS

After becoming an Eagle Scout, you may earn Palms by completing the following requirements:
1. Be active in your troop and patrol for at least three months after becoming an Eagle Scout or after award of last Palm.
2. Demonstrate Scout spirit by living the Scout Oath (Promise) and Scout Law in your everyday life.
3. Make a satisfactory effort to develop and demonstrate leadership ability.
4. Earn five additional merit badges beyond those required for Eagle or last Palm.*
5. Take part in a Scoutmaster conference.
6. Complete a board of review.
You may wear only the proper combination of Palms for the number of merit badges you earned beyond the rank of Eagle. The Bronze Palm represents five merit badges, the Gold Palm 10, and the Silver Palm 15.

CLIP ART: *Troop Program Resources*

The following clip art is provided in support of the *Troop Program Resources,* No. 33588A. The clip art can be found on the CD that comes with this manual.

Images are provided in the following file format.

EPS AND TIF

EPS and TIF format are large, high-resolution files used by professional printing/publishing systems. Most printing companies will require one of these formats to produce high-quality output.

BMP AND GIF

These file formats are smaller, low-resolution files that are recognized by most desktop publishing software packages. These formats should be suitable for newsletters, calendars, fliers, presentations, and other materials produced on your computer.

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To download an image, click the name of the format you wish to download. If you are not prompted for a location to place the file on your computer, the image will be placed on your hard drive in the download folder you have designated.

To optimize transfer, all files have been zipped (.zip file format). **You must unzip these files before using them.** Your browser may be rigged to unzip downloaded files automatically, or you may need to manually unzip them using decompression software.

Once the files have been received and decompressed, they are ready to use. To learn how to place/import these files using your particular software, please refer to the documentation provided by the manufacturer.

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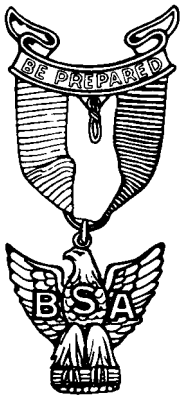

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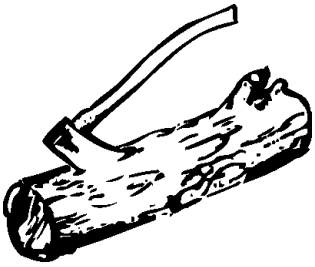

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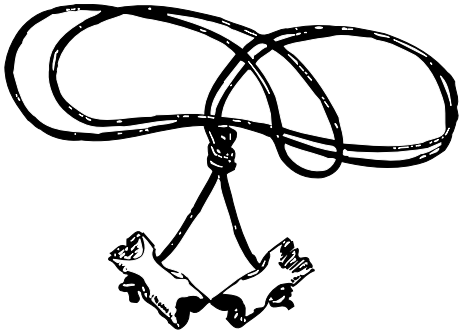

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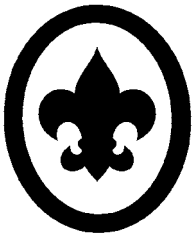

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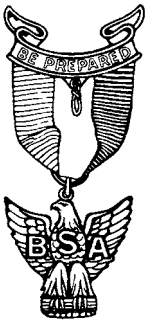

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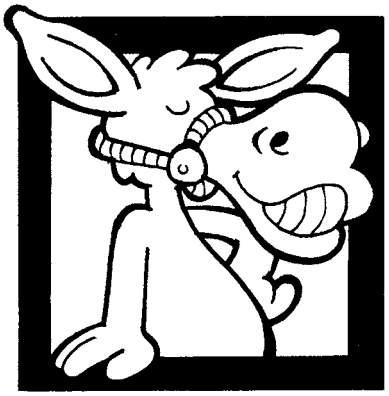

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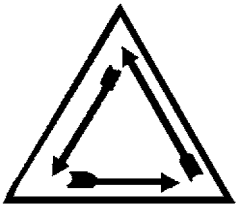

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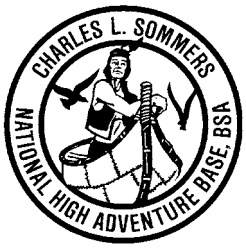

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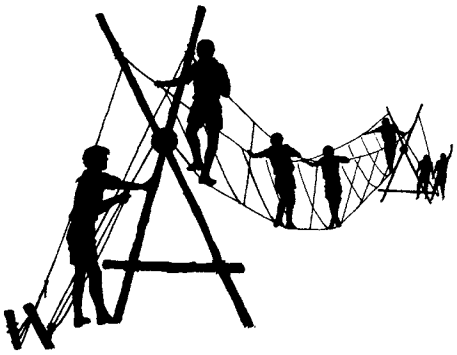

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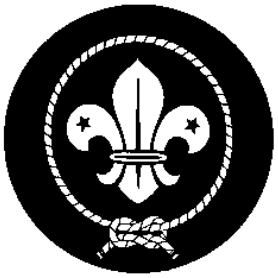

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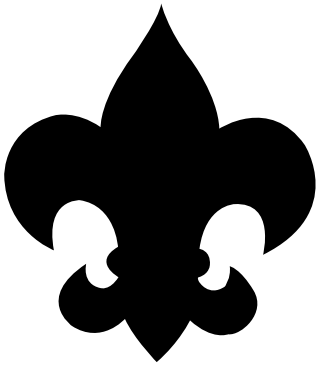

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OnMyHonor®.eps

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